

ButtonMenu

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	<i>TITLE :</i> ButtonMenu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

ButtonMenu

1.1 ButtonMenu V1.23 Documentation

ButtonMenu V1.23 Contents

```
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  about ButtonMenu  
  
~Disclaimer~~~~~  
  legal jargon  
  
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~Compatibility~~~~~  
  will ButtonMenu run on your system?  
  
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  how to get in touch with me  
  
~History~~~~~  
  program history
```

1.2 Introduction

ButtonMenu allows Kickstart 2.0 (or higher) owners to create menus in the form of a window full of GadTools buttons. Two programs are provided: one to allow you to create the menu and one which runs the menu. It is then possible to run your menu from a startup-sequence, for example. The GUI for the creator was designed to use Topaz 8, but it will adapt to the current screen font if it is not too big.

An added bonus is the ability to load ButtonMenu from within ButtonMenu from within ButtonMenu and so on... This means you can nest menus to create complicated menu systems.

1.3 Disclaimer

I cannot be held liable if this program causes you to lose valuable data, nor can I be blamed if this program causes any other problems with your system. Any problems are entirely the user's responsibility.

1.4 Copyright Information

ButtonMenu V1.23 - written with DICE C (2.07.56R) on a A600 + 170 Mb HD
(c) Oliver Roberts 1994-1995

ButtonMenu is public domain and the copyright remains with the author.

1.5 Compatibility

ButtonMenu has been tested on an A600 with KS2.05 and KS3.0 using NTSC/PAL, chip/fake fast, chip configurations.

ButtonMenu is fully OS-Legal, it should work on ANY Amiga with Kickstart 2.0 or higher.

1.6 Distribution Conditions

ButtonMenu is freely distributable providing none of the distributed files are changed in any way, ButtonMenu is not sold for profit and it is not included on any disks that are sold solely for profit. If ButtonMenu is to be sold for profit, permission must be obtained from me, the author (Oliver Roberts). This includes magazine coverdisks - let me know if you wish to use ButtonMenu menus on the disks or include the ButtonMenu Creator (Amiga Computing take note, especially).

For following files MUST be distributed together if the Creator is to be included:

ButtonMenu (ButtonMenu Creator)
ButtonMenu.info
ButtonMenu.guide (Document in AmigaGuide® format)
ButtonMenu.guide.info
BMX (ButtonMenu Executor)
BMX.info
Install_ButtonMenu (Commodore Installer script)
Install_ButtonMenu.info
reqtools.library (KS2.0 V38 - Needed for Creator only)

If you just want to distribute your created menu then you can distribute the BMX program without the files above, if desired.

1.7 Acknowledgements and Thankyous

Reqtools.library (c) 1991-1994 Nico Francois

AmigaGuide® (c) Copyright 1992 Commodore-Amiga, Inc.
All Rights Reserved.

Installer project icon (c) Copyright 1991-1993 Commodore-Amiga, Inc.
All Rights Reserved.

The GUI for the Creator was mainly created with:
GadToolsBox V2.0b (c) 1991-1993 Jaba Development

Thanks to Rick Hughes for giving some ideas for new features, and for the donation he made.

Thanks also go to Andreas Boerner for the mouse-relative ButtonMenus idea.

1.8 System Requirements

Any Amiga with Kickstart 2.0 (V36) or higher. NTSC / PAL

To run the Creator you will need these disk based libraries in the LIBS: drawer on you boot disk or HD.

diskfont.library (V36 or higher)
reqtools.library (V38 or higher)

To run the Executor you do NOT need "reqtools.library" in the LIBS: drawer, but if you are not using a ROM font (ie Topaz 8 or Topaz 9) for the menu you will probably need "diskfont.library" (if the font has not already been loaded into RAM by another program).

1.9 Getting Started

First make sure you have the libraries mentioned in the Requirements section installed in your LIBS: drawer on you HD or boot disk.

From Workbench

Double-click on the ButtonMenu icon.

From the Shell

Type 'ButtonMenu' at the prompt. There are no command line options at present.

1.10 Reference Contents

```

~How~To~Create~a~Button~Menu~
~How~To~Use~a~Button~Menu~~~~
~Keyboard~Shortcuts~~~~~
~Height~Confusion~~~~~
~How~to~make~items~fit~~~~~
~Limitations~~~~~
  ~ButtonMenu~Creator~Menus~-
~Project~~
~Help~~~~~
~Settings~
  ~ ButtonMenu~Creator~Gadgets~-
~Item~ (A) ~~~~~~
~Item~ (B) ~~~~~~
~Window~Preferences~

```

1.11 How To Create a Button Menu

Making a menu is simple with ButtonMenu. Just enter the items \leftrightarrow you wish to be displayed to the user and the AmigaDOS command lines. Keyboard shortcuts can be assigned to each item as well (read the Keyboard

Shortcuts~section
for full details).

Entering the commands is made simpler by providing a file requester:

just click on the gadget next to the
 command
 text gadget and select the
 file you want to be run when the user clicks on the button.

You can also ask for the command to be
 run
 in the background (uses the
 AmigaDOS 'run' command).

Then select the
 font
 you wish to use for the buttons, the size of the
 window and the
 title
 for the window. Then select '
 Save
 ' from the menu.

1.12 How to Use a Button Menu

Type 'BMX <filename>' at a DOS prompt and the menu will appear. Where
 <filename> is the name of a ButtonMenu datafile which you have
 previously saved (defaults to 'BM.dat'). The menu should now appear.

Alternatively, you may double click on a ButtonMenu datafile icon
 and the menu will be displayed.

Now just click on the button (or use a keyboard shortcut) to run the
 corresponding commands, and click the close gadget when you have
 finished. Pressing the 'Shift' key (or right mouse button), while
 pressing the button, will activate the second function if there is one.

1.13 Amiga Keyboard Shortcut Theory

You can specify keyboard shortcuts for each item, if you want. ↔

You
 are not allowed to use the same key for more than one item (ButtonMenu
 will tell you if you do). Pressing any of the keys a..z in your
 generated menu will have exactly the same effect as keys A..Z, thus
 case is not important (unless you have the
 doc~function
 enabled!)

There are a few ways of denoting the keyboard shortcut in the item
 text. For example, with shortcut 'B' you could have:

[B]uttonMenu or (B)uttonMenu or {B}uttonMenu etc...

But the preferred way is to use an underscore character underneath
 the letter to be emphasized - like most new Amiga applications. You
 do this in ButtonMenu by putting an '_' character directly before the

character to be underscored. For example:

```
"_ButtonMenu" produces ButtonMenu
-
```

Therefore, only use the underscore character for this purpose - using more than one won't make any difference as the leftmost ones will be ignored and not displayed.

1.14 Height Confusion

Some people may find the way the Height of the menu window is calculated confusing - or uninteresting! So for users who want to know why the height is what it is, here is a little (well... long) explanation:

The Amiga OS will always use the screen's default font (set in Workbench preferences) for the text in the title bars for each window opened.

This means that the size of the title bar is variable when running the menu with 'BMX' and it is inconvenient to keep the height of the window constant - the calculations in the ButtonMenu Creator would also have to be used in the 'BMX' program which would make the program nearly as large as the creator, and would create incompatibilities with different systems. I wanted the menu to be displayed as quickly as possible with the smallest possible program.

So, you are asked to enter the maximum~inner~height for the window, which is the height of window excluding the title bar and bottom border. The `

```
Calculated~Total~Height
' gadget will display an estimate for the
total height of the window, using the current screen font.
```

Included is a `Height~Adjust` feature. This will alter the height further, by removing any blank lines that will not be used giving a slightly tidier menu. To do this though, the 'Calculated Total Height' is calculated as before, but with the smallest possible height.

1.15 Window too small

If you have the Adjust Height feature enabled, or are trying to save your menu, and get any error message saying that the item(s) won't fit in the window, then here are the possible causes/solutions:

Causes

- * The text length of one of the items is too long

- (and/or longer than the width of the window)
- * The font is too large
 - * The window is too small
 - * Too many items

Solutions (a bit obvious!)

- * Shorten the length of the item texts
- * Select a smaller font
- * Enlarge the window
- * Delete some of the longer items

1.16 Limitations

The only limitation to the menus you create is that there must be at least 1 item and no more than 100 items. If you need more items then let me know.

1.17 The Project Menu

- New : Resets the creator by deleting all items. **Warning:** Make sure you have saved any wanted edits before selecting!
- Open : Load a ButtonMenu datafile which you have previously saved.
- Save : Save current edits back to the same file which you have just loaded. If this a new file, a file requester will be available for you to enter a new name.
- Save As: Save current edits backs to another file.
- Test : Display the menu which you have designed. This uses the external BMX program to load the menu - BMX must therefore be in the search path somewhere.
- About : Some copyright notes and version information.
- Quit : Quit ButtonMenu unconditionally.

1.18 The Help Menu

This menu provides some brief hints on how to use ButtonMenu, without having to look at the document you are reading now.

This menu maybe deleted in the future and be replaced by AmigaGuide on-line help, with the aid of this document.

1.19 The Settings Menu

Save Icons? : If you select this item, icons will be saved with your datafiles so that the menus can be started from Workbench with a click of a button.

Save Settings: Save the current state of the Save Icons switch in the "s:ButtonMenu.config" file.

1.20 Main Item Gadgets

New Item : Add a new item to the menu, after the currently selected one (or the start if there are no items).

Delete Item: Erase the currently selected menu item.

Up : Move the currently selected item up the list.

Down : Move the currently selected item down the list.

Item Text : The text to be displayed on one of the menu buttons. If you put a '_' character in front of another character, ButtonMenu will denote that letter as the keyboard shortcut (you must also put this letter in the keyboard shortcut requester).

DOS Command : The command to be executed when the corresponding menu button is clicked. This is to be in the same format as you would run it from the CLI manually. You can also select commands via a file requester, so you don't need to remember the exact filenames.

Keyboard Shortcut : Specifies an optional key that performs the same function as clicking on the button on the finished menu.

Run command: Tells the Amiga to run that command as a background task. in This does the same thing as 'run >NIL: <command>' would background do, where <command> is the contents of the DOS Command gadget. This command is activated by the left mouse button or the keyboard shortcut on the final menu.

1.21 Secondary Item Gadgets

Enable Doc Function : Tell ButtonMenu that you want this item to have a second function which will be activated by holding the right mouse button or shift key and then pressing the left mouse button or keyboard shortcut.

Doc Filename : In conjunction with the Doc Reader gadget you may enter the filename of the corresponding document. The filename will be loaded by the Doc Reader. However, you may specify no doc reader and enter an AmigaDOS commandline in this

gadget - this provides maximum flexibility.

1.22 Window Preferences Gadgets

- Font Used : The font to be used for the item text on the menu buttons.
For Items Click the Choose Font button to change the font.
- Title : Text to be displayed in the title bar of your menu - uses a separate font.
- Width : Width of the menu window (in pixels).
- Max Inner : The height of your window excluding the title bar and
Height bottom border.
- Adjust : With this feature turned on, any blank lines at the bottom
Height of your menu window will be removed by decreasing the height. Checks will also be made to see if your items will actually fit in the menu window with the dimension you have specified whenever you alter these, the font or the Item Text. With the feature off, these checks are only made when saving.
- Calculated: This is the estimated total height of your window including
Total the borders. Assumes the screen font you will use for the
Height menu will be the same as the current one - that is why it is an estimate.
- Position : Makes the menu appear either at the Top Left of your screen (below title bar), the Centre of your screen or relative to the position of the Mouse pointer.
- Single : Allows only ONE choice to be made on the menu. After the
Choice corresponding command has returned, the menu will close.
- Doc : This is an optional field which may be filled with the
Reader intended command line of your preferred document reader (e.g "run c:ppmore"). This field will be used by the secondary functions of all items, if it is not empty.

1.23 Drop me a line sometime

If you have any suggestions, bug reports or then don't hesitate to let me know. Providing me with a SAE will ensure you get a reply.

My permanent home address is:

30 Tillett Road
Norwich
Norfolk
NR3 4BJ
ENGLAND

You can contact me via e-mail at this address:

O.J.C.Roberts@essex.ac.uk

You might also want to look at my WWW pages on the Internet, which include a ButtonMenu page and an F1GP-Ed page (my main Amiga project). From here you can download the latest versions before anywhere else gets hold of them - the URL for my homepage is:

<http://sol45.essex.ac.uk/Web/robeoy/index.html>

1.24 Program History

V1.23 - 13 January 1995

Bug Fixes: The "Position" keyboard shortcut in the Creator now works correctly - a couple of other shortcuts also fixed.

Possible bug in the Executor fixed.

=====
V1.22 - 10 January 1995

Replaced "Centre Window" switch with a choice of Top Left, Centre or Mouse relative.

The "Test" item on the Project menu has been improved - there is now no need to save before you test, as a temporary file will automatically be written to RAM:, and is deleted after use.

The BMX executable can now be made resident.

More minor source code optimization.

=====
V1.21 - 17 November 1994

Optimized the source code further.

Added better memory (lack of) checking.

Documenation is now in AmigaGuide format, only.

Added an AmigaDOS "Version" string.

Provided an "Installer" script.

Bug Fix: Some of the keyboard shortcuts in the Creator didn't work.

Some other minors bugs fixed.

=====
V1.20 - 31 August 1994

ButtonMenu nows uses functions available in KS 2.0 (or higher) instead of the equivalent ANSI C functions. The has resulted in a drastic decrease in executable size for the BMX executor (about a 50% reduction).

Added a "Test" option to the project menu in the creator which uses BMX to run the menu.

Added Workbench support to BMX which allows ButtonMenus to be loaded via an icon. It then made sense to add a settings menu with a Save Icons option and a configuration file saved in s: .

Changed the Adjust Height error handling slightly resulting in less annoying requesters (also corrected a spelling mistake in the error message).

Added a zoom gadget to the menu windows that are created.

Added an option to centre the ButtonMenu when it is opened.

New option to allow ButtonMenus to act more like requesters (ie only one choice is allowed - then the window is closed automatically).

Amigaguide documentation provided in addition to the standard text doc.

Bug Fix: Removed a bug which caused gadgets in the window to be refreshed more than once - resulting in flickering.

=====
V1.10 - 15 August 1994 (BETA version - not publically released)

Added a keyboard shortcut facility - datafiles changed accordingly, but old ones are still supported.

Added an option to display docs as a secondary action.

New-look menus when ButtonMenu is run on KS 3.0 or higher.

Bug fixes: I discovered a bug concerning the 4 buttons underneath the item listview gadget. Now, the buttons are checked in addition to being disabled when appropriate.

A possible bug in the Executor message handler - fixed.

Not all the text strings were freed properly which sometimes gave memory failures (ie Memory Insane) - fixed this.

=====
V1.00 - 28 July 1994

First release.
