

# **StartMenu**

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**COLLABORATORS**

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

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## StartMenu

### 1.1 StartMenu

```
                Sorry for the not-so-great documentation, but dammit Jim, I'm ←  
                a programmer,  
not a technical writer!
```

```
    ~~~Introduction~~~
```

```
    ~Getting~started~
```

```
        Main Menu
```

```
        Iconifying
```

```
        Fonts & Icons
```

### 1.2 Welcome to StartMenu

Hi there. StartMenu is a program launcher modeled after the "Taskbar"~program from Windows95@ by MicroSoft. It allows you to create a menu at the~bottom of the Workbench screen from which you can launch any program, DOS~script, or ARexx script. It also includes a setup program for you to easily~create these menus (StartSetup). Also included is the FindFile program which is a very nice file search utility. Lastly, it has the ability to iconify~any window.

StartMenu, StartSetup, and FindFile were created by John Corigliano and are~being placed in the Public Domain. Feel free to do whatever you wish with~these programs :-)

The StartSetup and FindFile programs require MUI (Magical User Interface). Also, OS 2.0+ or greater is required.

Since this is v1.0 there may be bugs. If you find any, you can notify me at:

```
    jcorig@strauss.udel.edu
```

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Lastly, I would like to thank these people for their (unwitting ;) help:

Eric Totel - Creator of the MUIBuilder program  
 Stefan Becker - I borrowed a little bit of ToolManager code  
 Douglas Keller - I use his BOOPSI button class

## 1.3 Getting Started

To install start menu see the "Install.readme" file.

After installing StartMenu start the StartMenu program. A window should appear at the bottom of your WorkBench screen. On the left side is the "Start" button and on the right side is the clock. If you click the start button, a menu should appear, which will have these entries:

```

-----
| Programs      |           - Add stuff here
| SytemPrefs   >|           - Brings up a sub-menu of Prefs programs
| Edit Menu    |           - Starts the StartSetup program
| Find...      |           - Starts the FindFile program
| -----      |
| Shut Down    |           - Restarts or Quits StartMenu
-----

```

This is the

```

main menu
- which you cannot edit.

```

## 1.4 The Main Menu

Shut Down - If you select this item, a requester appears asking you if you want to restart or quit. Use restart if you have made changes to the menus using the StartSetup program. This will make StartMenu re-read the start.prefs file and update the menus accordingly. Select quit if you want to quit the program.

Find... - Select this and the FindFile program will start. See the FindFile.guide doc for information on using this program.

Edit Menu - This starts the StartSetup program, where you can add or remove menu items. See the StartSetup.guide file for info.

SystemPrefs - This opens a sub-menu which contains a few shortcuts to the preferences programs in sys:prefs.

Programs - This is the starting point for all of the menus that you create. Initially, it will be empty, but after you create some menus with the StartSetup program, they will appear here.

## 1.5 Iconifying Windows

If you have start menu running, and you select a window on the WorkBench screen, and then hit the "Ctrl-Esc" key sequence, the active window will disappear and a button will appear in the StartMenu window that contains the window's name (if the window has no name "?????" will appear).

This is my attempt at simulating window iconification - which is available in Windows95 (and others) but not on the Amiga (except MUI programs).

This is a Hack!!! Use it at your own risk!!!!

Though the window seems to disappear, it actually does not. What really happens is that the window is shrunk to a very small size and then moved behind the StartMenu window. When you press that window's gadget, it is restored to its original size and position.

## 1.6 Fonts and Icons

By default, StartMenu uses the Workbench Screen's font. You can change this by starting StartMenu with a font name / size as its argument.

For example, if you want StartMenu to use the "times" font in size 15, start StartMenu like this:

```
StartMenu times.font/15
```

Note that capitalization is important.

If you have tried StartMenu already, you will have noticed that it not only displays text, but also icons for each menu item. The size of the font determines the size of the icon. If you are using a small font, the icons won't look so great. I have a 1024x768 PicassoII Workbench screen, and with a 15 point font, the icons look pretty good.

In the StartMenu drawer, there are two icons that don't have programs attached to them: "Folder" and "Default". The "Folder" icon is used by StartMenu as the icon for menus, and the "Default" icon is used for programs that don't have their own icons.

If you are the artistic type, feel free to change these icons.

Take a look at the file "ScreenShot.iff" to see StartMenu running on a 640x400 4-color screen with a 15 point font. StartSetup is running in the background.

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