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Chapter 1

Default

1.1 MAIN

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Version V4.0

K.Winspear 1995.

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Introduction

Shareware

Disclaimer

HD Install

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The Main-Screen:

Edtior

A big THANKS to..

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1.2 Introduction

Introduction:

Multitudinous is a program-selector Disk or HD-Menu. With Multitudinous programs can be started very easy by selecting gadgets with your mouse. The Editor is a separate program and is in the C: directory, keeping the Main part small in size, about 42K and the Editor about 55K.

When Multitudinous is run for the first time, it will search your Fonts: directory for its fonts. These are called 'Topaz.font 8 & 11' and 'GTBMenu.Font 8'. If it can't find them, it will alert you to the fact and then abort.

It also looks for a file named 'M.config' in the MConfigs: Directory. If 'M.Config' wasn't found, it wiil alert you of the fact and abort. You can edit 'M.Config' BUT DO NOT RENAME IT?

You will now be presented with the main screen containing 60 Gadgets.

You are now ready to use Multitudinous..

How to start Multitudinous:

The easiest way to start Multitudinous is by putting it into the WBStartup-drawer on the boot-harddisk or WorkBench disk. It will be started automatically after each reset.

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1.3 shareware

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To Become A Registered User And To Get Rid Of The Requesters Waiting Time And Receive, Regular Updates, Support, Blitz Basic II Source Code And First Crack At Any New Products.

Please Send One Blank Disk And £6 To :-

K.Winspear 10 Colenso Street Hartlepool Cleveland TS26 9BD. ENGLAND

Cheques/P.O, Payable To 'K.Winspear' Please.

All upgrades will be FREE to registered users.

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1.4 hd install

Install

Installer and Installer project icon (c) Copyright 1991-93 Commodore-Amiga, Inc. All Rights Reserved. Reproduced and distributed under license from Commodore.

INSTALLER:

Simply double-click on the 'InstallMultitudinousV4.0' icon, After a few moments the installer will step you through the installation procedure.

MANUAL:

You can drag Multitudinous V4.0 and MConfigs directroy into the Directory of your choice, Multitudinous V4.0 and the MConfigs directory MUST be in the same Directory, other wise Multitudinous V4.0 won't find M.Config.

Multitudinous-Editor go's in your C: directory and no where else, if it's not there you won't be able to use it.

Blankette2 also go's into your C: directory.

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1.5 Disclaimer

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Disclaimer:

A Friend tells me I need this..

Multitudinous V4.0 is provided 'AS IS' without warranty of any kind either expressed or implied. The entire risk as to the use of Multitudinous V4.0 is assumed by the user.

In no event will K. Winspear be liable for any damages, direct, indirect, incidental or consequential, resulting from any defect in the afore mentioned programme.

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1.6 Main-Screen

The Main-Screen:

When Multitudinous is started it looks for the M.Config file. If found, it opens a screen with gadgets. The user can click on a gadget, and a user - defined program is started. Along the normal gadgets there's a Quit-Gadget to quit Multitudinous, a About-Gadget for info about the Author and an EDIT-Gadget (will be explained later).

The Iconify-Function:

If the right mouse button is Pressed, the screen closes and opens a window on the Workbench screen, to get back to the main screen click the right mouse again, this will return you to the main screen.

Pressing the HOTKEY, which is, 'HELP' will return you to the main screen.

Three Top Right Gadgets.

The three Gadget at the top right, the far right is the Depth Gadget, next in clicking on this will scroll Multitudinous down, next to this will scroll Multitudinous back to the top.

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1.7 Editor

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The four Column-titles:

Can be changed by entering the new titles and pressing return.

ListView-Gadgets:

The four listview-gadgets represent the four gadget-colums. Clicking on one of the listview gadgets presses it in so you know you are editing that listview gadget. You can select the gadget to be edited in these by clicking on your left mouse button.

The String-Gadgets:

When a gadget is selected, it can be edited. By using the two String-Gadgets under the Listview Gadgets. The Gadget-Title and the Disk:Path/Name of the program to be started can be specified. Clicking on the Gadget next to the Path String-Gadgets will bring up a file-requester for you to pick a program, it's best to click on the 'CD' Gadget once your in the right directory then you can select your program, click on OK.

You can add a password to a gadget, after selecting a gadget from the listview(s), click in the Password string gadget and type in anything up to

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10 characters. The password will have to be exactly the same as you type in this string-gadget. Example:- Typing 'PPP' in capital letters, when prompted to enter a password you must type in the password in capital leters, you can mix like so 'PpP' or 'P*P' etc.

The Programstart-mode:

Now you have to select the programStart-mode. After selecting ProgramMode six gadgets will drop down.

Mode Launch:

In the mode Launch the program will be started normally and Multitudinous quits.

Mode Run:

In the mode Run, the program will be started normally, Multitudinous closes the screen and iconifies.

Mode Execute:

In the mode Execute, the program will be started. Multitudinous screen stays open, other programs can be started by clicking on gadgets.

Mode CLI:

In this mode 'CLI' a requester pops up for you to enter a CLI command, for example if you entered in the Full-Path String-Gadget c:Ed and programstart- mode was CLI when the requester pops up and you type in S:Startup-Sequence it will Run 'Ed S:Startup-Sequence'.

Options:

After assinging this for your program-startmode will bring up a window letting you choose from Cli, Run, Launch, Execute or None.

Mode Menu:

In the mode Menu, a new configfile will be loaded after the gadget has been selected. All gadgets, titles, colours and the entries specified in the new configfile will be loaded. Here is an example for an entry for a Gadget in the Editor.

Title: Graphic

Configfiles: DHO:s/M.graphicconfig

Mode: Menu

After this gadget has been selected, the configfile "DHO:s/M.graphicconfig" will be loaded. All gadgets will now become new functions, declared in the new-loaded configfile ("M.GraphicConfig"). If the configfile was not found it will not load and alert you what went wrong - Go back in the editor and check the full path of the configfile.

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To cancel Progrm-Mode, Press your right mouse buttom.

The Look-Gadget:

It's for viewing the look of the selected gadget. This Gadget is the same size as the Main Gadgets.

The Colour-Gadgets:

With this, you can select the background colour for the selected gadget.

Colour Palette:

You now can change the Gadget colours to suit you. After clicking on this gadget will bring up a window containing the 8 Colours for the gadgets. Click on the colour you want to change and then use the slider gadgets on the right to change the colours, if you want to reset to default click on the gadget at the top right of this window, named Reset or click on the gadget next to this called last saved to load the last saved colour palette.

The Copy/Delete-Gadgete:

With these gadgets you can Copy or Delete Gadgets. To do this: Copy: Select the Gadget to be copied - Click on Copy - Select destination by double-click. Delete: Select the Gadget to be deleted - Click on Delete then double-click on the Gadget to confirm. Status: lets you know what is happening By printing Copying..., Deleting... or Waiting... Don't for get to click 'OFF' when finished, if you do make a mess and Delete some thing's you did not want to, click on Re-Load, explained later.

About:

This will display information about the Author.

The Help Gadget:

This is the Online-Help. When this mode is activated, any gadget can be selected and the appropriate help-message will be displayed. To quit the help-mode, click onto the Help-Gadget again.

Re-Load:

This re-loads the configfile without asking. All changes will be lost.

The Save Gadget:

All changes are saved. Then the EDITOR quits and Multitudinous Re-Loads the configfile.

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The Save AS Gadget:

You can save the configfile with another name. With this, you can create new configfiles easily. All the Gadgets and colours are saved as well. When you config a Gadget to load the new configfile just Delete the Gadgets and change names and colours to suit you.

Cancel:

Clicking on this will quit the EDITOR and all changes will be lost and Multitudinous will Re-Load the configfile.

Screen Blanker:

You can now start a Screen Blanker as long as Multitudinous is running.

Click on to turn on the Blanker or off to turn it off if allready running, don't forget to set the Time Out in the string gadget.

If it is already running and you turn it off and go back to the main loader it will turn the blanker off or vice verser.

The End:

Well, that's it. I hope that you enjoy using Multitudinous and get some use out of it. Don't worry if it seems a little complicated at first, it really is quite simple to use once you've got the hang of it. Practice makes perfect.

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1.8 Thanks

A big THANKS to..

All the people who registered their copies of Multitudinous \dots Thank you \dots

And my wife and daughter for putting up with me after spending hundreds of hours on the Computer compiling this program.

Anyone I've forgotten..

The End:

Well, that's it. I hope that you enjoy using Multitudinous and get some use out of it. Don't worry if it seems a little complicated at first, it really is quite simple to use once you've got the hang of it.

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Practice makes perfect

If you are having trouble with Mulitiudinous or wish to contact me in regard to suggestions, general enquiries etc. then you can do so by writing to me at this address.

K.Winspear
Multitudinous Support
10 Colenso St
Hartlepool
Cleveland
TS26 9BD
ENGLAND

With all correspondence, please enclose a pre paid self addressed envolope and a blank disk.

Would you please also include the following details about your Amiga.

Model:
Processor:
Memory:
Hard Disk?:
OS Version:

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