

NewMenu

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COLLABORATORS

	<i>TITLE :</i> NewMenu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

NewMenu

1.1 NewMenu Guide

NewMenu 1.0
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Introduction

Requirements

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Selection Window

Menu Options

Technical Details

1.2 Introduction

With Workbench 3.0, NewLook menus were introduced, with black text on a white background and scalable check marks and amiga key symbols. NewMenu allows the user to force any program which uses GadTools menus (as most recent programs do) to use the NewLook menus. NewMenu uses a user defined list of program names to decide which tasks are to be affected.

1.3 Requirements

NewMenu requires at least Workbench 3.0, and also that the following libraries are in LIBS: (all must be version 37 or better):

asl.library

```
bgui.library
commodities.library
amigaguide.library (optional, for online help)
```

1.4 Running NewMenu

NewMenu is a commodity, so accepts the following standard arguments from either the Shell or Workbench:

```
CX_PRIORITY=<priority>      Sets the priority of NewMenu as a
                             commodity. If there is another
                             commodity with a higher priority
                             and the same hotkey, then when
                             the hotkey is pressed it will be
                             called in preference to NewMenu.
```

```
CX_POPKEY=<hotkey>         Sets the hotkey for NewMenu,
                             over-riding the default hotkey of
                             "control lalt m".
```

```
CX_POPUP=<YES|NO>         Determines whether or not the
                             selection window
                             opens on
                             startup.
```

1.5 Selection Window

This window determines which programs NewMenu is to affect. The main element of the window is selection list; if a program's name appears in the list, then NewMenu will patch it.

Clicking on an entry in the list allows it to be edited in the string gadget below the list. Clicking on the folder gadget to the right of the string gadget allows the user to change the contents of the string gadget with a file requester. No change is made to the entry in the list until the return key is pressed with the string gadget active.

The Add and Delete gadgets add a new entry and delete the selected entry from the list, respectively. A new entry may also be made by dropping an icon on the selection window.

Below this are three gadgets perform the same action as their menu equivalents:

```
Save
,
Hide
and
Quit
.
```

1.6 Menu Options

Project Menu

Processes

Save

About

Hide

Quit

1.7 Processes

This opens a window with a list of all currently running processes. Clicking on an entry in the list adds it to the selection list. This is useful for programs which change their process name or spawn sub-processes which then go on to create menus, as in these circumstances it can be difficult to find the process name by any other method.

1.8 Save

This saves the contents of the selection list to the file "S:NewMenu.config". This file is automatically loaded in when NewMenu is started.

1.9 About

This shows the version number and copyright for NewMenu.

1.10 Hide

This closes the selection window but leaves NewMenu running in the background. The window can be made to reappear using Exchange, or by pressing NewMenu's hotkey.

1.11 Quit

This quits NewMenu, removing the patches it has installed to force NewLook menus.

1.12 Technical Details

NewMenu patches the functions listed below. If the calling task appears on the selection list, the following actions are taken:

```
intuition.library/OpenWindow()  
    Set WFLG_NEWLOOKMENUS
```

```
intuition.library/OpenWindowTagList()  
    Send tag WA_NewLookMenus (this is the  
    same as setting WFLG_NEWLOOKMENUS).
```

```
gadtools.library/CreateMenusA()  
gadtools.library/LayoutMenusA()  
gadtools.library/LayoutMenuItemsA()  
    Send tag GTMN_NewLookMenus.
```