Multitudinous

COLLABORATORS

	TITLE : Multitudinous		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Multitudinous

1.1 MAIN

```
                              Multitudinous.

                    Version V5.5

                  K.Winspear 1995.

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      What is Multitudinous


      How to start Multitudinous


      HD_Install


      Disclaimer


      Shareware!



      Multitudinous Main Screen



      Multitudinous Editor



      Thanks To...
```

1.2 shareware!

Multitudinous V5.5 is Shareware, register and you will get a .Key File and
no Shareware requesters/waiting time...

All upgrades will be FREE...

1.3 what_is_multitudinous

The following is available:-

 - Multitudinous is a HD-Menu or Disk-Menu.
 - With Multitudinous programs can be started with a click of the mouse.
 - Displays the time date and memory at all times.
 - Has Workbench support - starts program as double-clicked from WB.
 - The Editor is a separate program.
 - Full online Amigaguide Help.
 - Each Menu holds 55 gadgets.
 - Has it's own Palette.
 - Each menu can have it's own colours.
 - Each gadget has it's own colour and font.
 - Five fonts.
 - Appicon, drag an icon onto the Appicon to Read, Edit etc.
 - Make new menus, the number of menus is endless, 55 gadgets to a menu.

 When Multitudinous is run for the first time, it will search for it's
own fonts, these are Topaz.font 8 & 11, GTBMenu.Font 8, 2001 8, Helvetica.
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't found, it will alert you of the fact and
abort. You can edit 'M.Config' BUT DO NOT RENAME IT?

 But don't worry the Install program will install these for you.

        You will now be presented with the main screen.

            You are ready to use Multitudinous.

1.4 how_to_start_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.

Or you can double-click on the Icon at any time to start Multitudinous.

1.5 hd_install

INSTALLER:-

Simply double-click on the 'InstallMultitudinousV5.5' icon, After a few
moments the installer will step you through the installation procedure.

MANUAL:-

You can drag Multitudinous V5.5 and MConfigs directory into the
Directory
of your choice, Multitudinous V5.5 and the MConfigs directory MUST be in
the same Directory, other wise Multitudinous V5.5 won't find M.Config.

These four fonts must be copied to your SYS:Fonts directory:-

                 Topaz.font 8 & 11
                 GTBMenu.Font 8
                 2001 8
                 Helvetica.

         That's it you are ready to use Multitudinous.

1.6 disclaimer

Disclaimer:-

A Friend tells me I need this..

  I, Kevin Winspear, take no responsibility for any thing that goes
wrong with this progam (although it shouldn't!), accidental or otherwise.
Or, in other words, if any thing goes wrong, you can't sue me. If you have
any problems contact me at the address at the bottom of this doc file.
  The copyright does remain with me, so don't go creating a progam
called Multitudinous because if I find out, your dead (financially!)
  The shareware version is freely distributable if distributed along
the following guidelines:-

    1. The files are not altered in anyway whatsoever.
    2. The files are not to be crunched, apart from archiving with
       LHA or LZX (nice proggy! shame about the bugs in 1.20!).
    3. The archive must contain the following:-

```
        Multitudinous
 Multitudinous.info
 MConfigs/AppIcon.info
 MConfigs/M.Config
 MConfigs/M.GamesConfig
 MConfigs/M.Grafixconfig
 MConfigs/M.Musicsconfig
 MConfigs/M.Prefsconfig
 MConfigs/Utilsconfig
 MConfigs/MHG
 MConfigs/Multi.Key
 MConfigs/Multiprefs
 MConfigs/Multitudinous-Editor
```

   4. Multitudinous is not allowed to be distributed for profit.

   5. Permission is required to place this program on a coverdisk,
      or inclusion of a compilation (Fred Fish and Amiga Shopper
      don't need permission because I love them so much!), See

1.7 main_part

                Multitudinous's Main Screen:-

         Main-Screen

         Four Bottom Gadgets

         Three Top Gadgets

         HotKeys

         Right Mouse button

1.8 main-screen

The Main-Screen:-

The main screen has 55 gadgets for the user to click on one of the
gadgets to start a user - defined program.

1.9   four button gadgets

```
Four Button Gadgets:-
```

Along with normal gadgets there are four gadgets at the button right.

 Quit:- Quit's Multitudinous, after asking you, are you sure?

 Info:- For information about the Author.

 Edit:- Will load up the Editor, which is a separate program, when clicked
the editor will load the menu you had displayed in the main part of
Multitudinous at the time you clicked on the edit gadget.

 App:- The App gadget will close the main part of Multitudinous and put an
Appicon onto your Workbench for you to drag other icons to read, edit etc.

1.10   right mouse button

```
Right Mouse button:-
```

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.

1.11   hotkeys

```
HotKeys:-
```

Pressing the HOTKEY, which is, 'left control, left shift and s' will return
you to the main screen.

1.12   three top gadgets

```
Three Top Gadgets:-
```

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

And not for getting the Close gadget at the top left, this will Quit
Multitudinous, after asking you, are you sure?

1.13   editor

Multitudinous's Editor.

Version V5.5

K.Winspear 1995.

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Four Column-titles

ListView Gadgets

Gadget Name

Filename

Password

Start-Mode

Test Gadget

Colour Gadgets

Palette

Preferences

App-Window

Fonts

Copy & Delete

About

Help

Re-Load

```
                     Save Gadget


                     Save As


                     Cancel
```

1.14 four_column_titles

Four Column-titles.

Can be changed by clicking in one of the four boxes and entering the new
titles and then press return.

1.15 listview_gadgets

ListView Gadgets.

The four listview-gadgets represent the four gadget-columns. 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 and a bar will highlight that name
(gadget).

1.16 gadget_name

Gadget Name.

When a gadget is selected from one of the listview gadgets, it can be
edited. By using the GadgetName under the Listview Gadgets.

So for example when you click on this gadget in the main part of
Multitudinous you want to start Opus you would, Click in the Gadget Name
box, (delete any existing name with the Del or back space key) and then
type in Opus, then press return.

1.17 filename

Filename.

When a gadget is selected from one of the listview gadgets, it can be
edited. By using the Filename under the Listview Gadgets.

Click on the blue box next to Filename will bring up a File requester for
you to look for a program, It's best to click on the right mouse button to
get the full path of your program, like most file requesters find the
program you want then double-click on the program, this will put the full
path and the name of your program in the string gadget next to the blue
box.

So as for our example, we would click on the blue box to bring up the file
requester then click on the right mouse button and go through the
directories for Opus, once we've found opus we double-click on opus, this
will put the full path and the name opus in the string gadget next to the
blue box.

You can always click in the string gadget and type the full path and name
of the program. BUT YOU MUST KNOW THE FULL PATH WHERE THE PROGRAM IS.

Please remember any programs with a space in the name you try to start
from Multitudinous will not work, the Amiga dose like spaces in filenames
or directories.

If for example you had a program called 'Multitudinous V5.3', notice it
has a space, rename it like this 'Multitudinous_V5.3'.

1.18   password

Password.

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
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
letters, you can mix like so 'PpP' or 'P*P' etc.

1.19   start-mode

                The Program start-mode:-

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

                Launch

WBRun

Execute

CLI

Options

Script

Menu

1.20 launch

Startmode Launch.

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

1.21 wbrun

Startmode WBRun.

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

WBRun will run all programs which support Workbench as double-clicked from
Workbench.

If a program is not Workbench supported then a requester will alert you
that the program is not a Workbench supported and try CLI as Startmode.

1.22 execute

Startmode Execute.

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

1.23   cli

Startmode 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'.

1.24   options

Startmode Options.

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

1.25   script

Startmode Script.

Selecting this will let you execute AmigaDos Scripts.

For example you could make a script like the following lines:-

```
c:cd work:mp
c:stack 40000
runback work:mp/mediapoint
```

1.26   menu

Startmode Menu.

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

```
                    Gadget Name:- Graphic
                       FileName:- DH0:MConfigs/M.graphicconfig
                      StartMode:- Menu
```

After this gadget has been selected, again from the main part of
Multitudinous, the configfile "DH0:MConfigs/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.

If you have click on Startmode and wish to cancel StartMode without
selecting one, Press your right mouse button.

1.27 test_gadget

The Test-Gadget:-

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

1.28 colour_gadgets

The Colour-Gadgets:-

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

1.29 palette

Colour Palette:-

You 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 left 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.

1.30 preferences

Preferences:-

Clicking on Preferences will open a window, from here you tell
Multitudinous how to start by clicking on the cycle gadget, Normal,
AppIcon, Iconify.

Next you can select which program you want to run when you drag an Icon on
to the AppIcon.

Use the blue file gadget box to bring up the file requester to locate the
program, this will put the full path into the string gadget for you.

At the bottom of this window you can type in the two string gadgets the X
& Y of the iconify window, in other words where about on your
Workbench you would like the Iconfiy window to open.

1.31   app-window

App-Window:-

After you have selected a gadget from one of the listview gadgets you can
then click on App-Windpw, this will put an App-Window on the Workbench,
clicking on the close gadget will close the App-Window and will not set
anything. Now you can click 'n' drag an icon into this window, this will
return you to the editor and everything will set for you, all you have to
do is select the gadget colour/font.

1.32   fonts

You can assign one off the five Fonts to each gadget. Select one of the
gadgets from one of the listview gadget then select a font by clicking on
it, if you can not see the font you want then use the scroll bar at the
right.

1.33   copy&delete

Copy/Delete-Gadget:-

With these gadgets you can Copy or Delete Gadgets.

To Copy a gadget, 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.

In both cases you will be ask to confirm if you want to delete or
copy the selected gadget.

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.

1.34   about

About:-

This will display information about the Author and Version number.

1.35   help

The Help Gadget:-

This is the Online-Help. When this help is activated a requester will pop
up letting you know Help is now activated.

The gadget will be pressed down until you click on the help again to turn
it off.

Any gadget can now be selected and the appropriate help-message will be
displayed in full Amigaguide, once the amigaguide comes up you can always
brows through the guide, or you can click on the amigaguide's close gadget
and then click on another Multitudinous gadget you need help on and again
the amigaguide will come up.

To quit the help-mode, click onto the Help-Gadget again.

1.36   re-load

Re-Load:-

This re-loads the configfile you are editing, first it will ask you to
confirm this.

All changes will be lost.

1.37   save_gadget

The Save Gadget:-

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

1.38   save_as

The Save AS Gadget:-

You can save the configfile you are editing 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, colours, fonts, to suit you.

You can always make a gadget load the M.NEWConfig, this is a new menu with
only the 5 Menu gadgets and all the rest are blank gadgets, ready for you
to assign a programs, colours, fonts, etc. to each gadget.

1.39 cancel

Cancel:-

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

A requester will come up and ask you to confirm this option.

1.40 thanks

A big THANKS to..

        All the people who registered their copies of Multitudinous
                          ...Thank you....

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

Lee Packham, The cool programmer 'ere Down South', For his help and
support. Thanks Lee...

Matthew Tillett, For trying to get people to support BLITZ BASIC II...

                    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.
Practice makes perfect

If you are having trouble with Multitudinous 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
envelope, and a blank disk if you require any code.

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

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