StopMenu

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COLLABORATORS

	TITLE :		
	StopMenu		
ACTION	NAME	DATE	SIGNATURE
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StopMenu

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Documentation for StopMenu

SHAREWARE

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1.2 Program information

1. Program information
======================

StopMenu is invisible on startup. If you want to see it, you must
move your mouse pointer to the bottom of your screen. You will see
a window with buttons and a clock. Using these buttons you can:

```
-easily start your programs
-control commodities
-easily start programs from the SYS:Prefs/ drawer
-control screens and save them as IFF files
-control windows on workbench
```

1.3 Author

```
2. Author
=========
```

I'm 16 years old and I don't speak english very well. I've been
developing programs for 2 years (using C language). This is my
first SHAREWARE program. It's also my best program.
My e-mail address:

thomson@alpha.net.pl

1.4 Distribution

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3. Distribution
===============
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StopMenu is SHAREWARE, so you can use unregistered version for
3 weeks. After this time you MUST register (see chapter 4) or
delete it. If you register, you will get a special KeyFile. You
must put it in the StopMenu: directory. It will disable the
shareware reminders. You can't copy and distribute it (IT ISN'T
LEGAL), but you can freely distribute the unregistered version.

1.5 How to register?

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4. How to register?
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There are 2 methods of registration:


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First, slow and dangerous (someone can steal cash) is:
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```

You have to run the "register" program (it's in StopMenu:Extras/)
or press the "Register now" button in Prefs. After language
selection, you need to input ALL necessary information about
yourself (full name, e-mail, street/house, city/zip, country) and
select a method to transfer the KeyFile (e-mail or normal "snail"
mail). Now print (or view and manually rewrite) the order form
and put it into an envelope. Don't forget to include cash !!!
(10 USD (or 13 USD if you want get KeyFile via snail-mail)).
If you want to get the KeyFile via snail-mail include a blank

3.5" floppy disk. Now, send the order to:

  Tomasz Wójcik
  ul. Grabowa 2
  27-200 Starachowice
  POLAND

When I receive your order, I will send you the KeyFile.

Second, a faster and better method is:

Just pay 10 USD in my bank account and send me e-mail.
My bank account nr is: 12401398-00917210-2700-211112-001-0000
(Bank name is "Bank Polska Kasa Opieki S.A. Grupa PEKAO S.A.)

Thank you for supporting SHAREWARE.

1.6 Using Stopmenu

5. Using StopMenu
=================

When you move your mouse pointer to the bottom of screen you will
see a nice bar containing 5 buttons. Using these buttons you can
open some menus.

-Menu 1: Stop
This menu contains your favorite programs. You can edit the
content of this menu using Menus Editor or simply editing the
file StopMenu:StopMenu.menus using any text editor (for example:
Ed, Ced, GoldEd, ...). See chapter 8.

-Menu 2: Commodities
Using this menu you can kill, activate, deactivate, show and hide
any commodity in your system.

-Menu 3: Preferences
It is so easy and fast to run programs from SYS:Prefs/

-Menu 4: Screens
Using this menu you can move screens to front or back, remove or
save any opened screen as an IFF. WARNING: Removing screens can
be dangerous !

-Menu 5: WBWindows
Using this menu you can move windows to front or back, remove,
close or activate any window on workbench. WARNING: Removing
windows can be dangerous !

There is also a clock on the bar. If you press it, StopMenu will
run the StopMeter program. It shows date, time and actual usage
of cpu (68k), chip and fast memory.

1.7 Using Prefs

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6. Using Prefs
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If you run the Prefs program, you will see a window. On the left
side of this window you can select from a number of options
which will be displayed in right side of the window.

-Group 1: Info
Here is displayed information about StopMenu. You can also run
the registration program from this group.

-Group 2: Colors
Here you can define some colors:

```
  -MenuBack (background color for menus)
  -BarBack (background color for bar)
  -Selected (color for selected item in menu)
  -Shine (color of shine text)
  -Shadow (color of shadow text)
```

To change these colors you can input hexadecimal values of colors
(in this format: RRGGBB, where RR is hex value of red (from 0
(00) to 255 (ff)), GG - green, BB - blue) or change colors using
the RGB sliders. Some examples of hexadecimal values:

```
White - ffffff
Red - ff0000
Dark green - 006b00
Grey - 939393
Black - 000000
Azure - 00ffff
Yellow - ffff00
Violet - dd00dd
```

```
Best values:
  -MenuBack   afafaf
  -BarBack    9f9f9f
  -Selected   1626b6
  -Shine      ffffff
  -Shadow     000000
```

-Group 3: On/Off
Here you can switch On/Off some program functions. You can also
select the speed of animation and background file name.

-Group 4: Misc
Here you can set some hotkeys:

```
  -Exit from program
  -Run Prefs
  -Restart program
  -Show or hide interface
```

and a priority for process (best values are 0 and 1).

```
-Groups 5,6,7,8: SkipLists
(Commodities, Preferences, Screens, WBWindows)
Here you can define the names of objects to be skipped.

-Group 9: GUI
Here you can change elements of Graphics User Interface of program.
You can set what kind of text and frames StopMenu will use to draw
menus, buttons, clock and bar. You can also set a name and size of
menu font, height of menu item and width of the icons.
```

1.8 Using MenusEditor

```
7. Using MenusEditor
====================

This program is to edit the content of menu "Stop". In left side
of the window we can see the content of the actual menu. There
are also some buttons. Using these buttons we can:

-Enter     - Enter submenu (if exists)
-Back      - Back from submenu
-Up        - Move active item up
-Down      - Move active item down
-Add       - Add a new item
-Delete    - Delete active item


-Cut       - These three buttons are not available in this version
-Copy      - of StopMenu.  Sorry about this.
-Paste     -

In right side of window we can change the name of the active item,
name of a file (or command) to execute, icon and type of active
item.  Below we can see all available icons (F - go to first,
L - go to last) and save changes, iconify or quit program.
```

1.9 How to create menus file manually?

```
8. How to create menus file manually?
=====================================

Configuration of menu stop must be defined in file StopMenu.menus
between <BEGIN> and <END> lines.  Example:

<BEGIN>
MENU 1
  ITEM Submenu 1,,1,MENU,2
  ITEM Submenu 2,,1,MENU,3
  ITEM Submenu 3,,1,MENU,4
  BAR
  ITEM Prefs,RUNPREFS,18,COMMAND
  ITEM Quit,QUIT,6,COMMAND
```

```
MENU 2
  ITEM Submenu 4,,1,MENU,5
  ITEM Some item,path:program,2,CLI
  ITEM Other item,disk:directory/program,2,WB
MENU 3
  ITEM Program 1,disk:directory/program,2,WB
  ITEM Program 2,disk:directory/program,2,WB
  ITEM Program 3,disk:directory/program,2,WB
  ITEM Program 4,disk:directory/program,2,WB
  ITEM Program 5,disk:directory/program,2,WB
  ITEM Program 6,disk:directory/program,2,WB
MENU 4
  ITEM CLI Proram,path:program,2,CLI
  ITEM WB Proram,path:program,2,WB
  ITEM AmigaDOS Script,path:script,2,SCRIPT
  SPACE
  ITEM Restart,RESTART,6,COMMAND
MENU 5
  ITEM Next submenu,,1,MENU,6
MENU 6
  ITEM Blah blah blah,,2,CLI
  ITEM Blah blah blah,,2,CLI
  ITEM Blah blah blah,,2,CLI
<END>
```

As you see, it isn't very difficult. After the <BEGIN> line you
must write the MENU line (in this line you can also write
anything else, for example the number of menu, but only for
your information, it is completly ignored by program). The MENU
line is used to mark the beginning of the menu description.
Then you can place some items. There are 3 types of items:
-ITEM (normal item used to run programs or open submenus)
-BAR (a nice horizontal bar)
-SPACE (space between items)
After item you have to write:

  Name,File,Icon number,Type of item,Submenu to open

where NAME is a text which will be displayed in menu, file is a
file name to run (or execute) (WARNING: if the type of item is
COMMAND the file must be one of following: QUIT (quit program),
RUNPREFS (run Prefs program), RUNEDITOR (run MenusEditor),
RUNMETER (run StopMeter), RESTART (restart StopMenu), REBOOT
(reboots amiga), SHOW (show interface), HIDE (hide interface)).
Icon number is the number of the icon which will be displayed
in the menu, the type of the item is one of following:

-CLI (run cli program)
-WB (run workbench program)
-SCRIPT (execute AmigaDOS script)
-MENU (open submenu)
-COMMAND (execute internal command)

Submenu to open is ONLY if the type of item is MENU. It's used to
specify the number of menu, which will be linked to this item.

1.10   Others

```
9. Others
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  How to create custom icons?
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You can add your custom icons (to directory StopMenu:Icons/), but
you have to remember: icons must be named successive (for example:
47.info, 48.info, 49.info, ...). To create new icons, run
InjectBrush (StopMenu:Extras/). For example:
1. Draw 1 or 2 brushes (dimensions max. 18x22 pixels) and save as
   ram:1.bsh ram:2.bsh
2. Copy StopMenu:icons/program/std.info to ram:
3. InjectBrush ram:std.info ram:1.bsh FORCE
   (or if 2 brushes):
   InjectBrush ram:std.info ram:1.bsh ram:2.bsh FORCE
4. Copy ram:std.info to StopMenu:icons/51.info

If you create 2 brushes, the second will be displayed when the
item is selected.

  How to get updates?
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1. From AMINET (ftp.wustl.edu, ftp.uni-paderborn.de and others)
2. From my home page (http://www.polbox.com/t/tmsn/stop_en.html)

  My suggestions:
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1. Run the program on 64 or more colors screen.
2. Keep StopMenuStarter.info in SYS:WBStartup/

  Future
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-Plug-ins
-StopMeter prefs program
-Work on all public screens
-Go to MUI
-and many others...
```