History
of
New Menus for Windows 1.43
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(Minor bugfixes are not listed.)
New Menus for Windows 1.43
02.02.1995 (file version 1.43)

New: A password protected user login is available. For the different users different restrictions can be configured.

New: HighLightWithRButton=1
0=FALSE; 1=TRUE
Is this value set to zero, you cannot use the right mouse button to open a submenu or execute a menu item. You can use this value to avoid, that an item will be executed to fast after you popped up a menu.

FIXED: Programs, which are launched via Menu Setup / Run... aren't overtaken into the submenu History. Now it does.

NEW: In the context sensitive Menu for **DOS-Boxes** a new item is be added and an old item is changed in its functionality.
With the command **Paste** at the top of the menu the carriage return/line feed char at the end of the text will be removed if the clipboard only contains one line text. This makes this feature more useable, if you use copy/paste to compile your command line at the DOS-prompt, and can be used quite similarly to a xterm.
At the bottom of the menu a new item **Exit** is added. This command sends 'exit<return>' to the DOS-box. This only makes sense if you are on the command line interface of DOS. Another point is important. The clipboard is used to send the 'exit<return>' to the DOS-box. The old content of the clipboard will be overwritten with this text.

Changed: Respectively new is the internal command MNU_DRIVES if you use it as the filename (command line) of a **Drive Directory** (in opposite to Submenu in the edit dialog). This internal command lists all available drives and also supports in its subdirectories the properties of the menu type Drive Directory (all files, sorting).

FIXED: Some bugs in the pinned pull down menus of other applications are fixed.

New Menus for Windows 1.42 beta
10.01.1995 (file version 1.42)

NEW: With the tool **PatchDrv** you can patch your display driver with new standard Windows buttons. This is an alpha version. Look for the PATCHDRV.WRI for more information. The program and its files are packed in the file PTCHDRV.ZIP. Please read the PATCHDRV.WRI before extracting this archive.

Changed: The command line parameters in the edit dialog wouldn't convert automatically in upper case. If you add a command line in the menu editor:

c:\windows\notepad.exe /p notiz.txt

this string will converted to:

C:\WINDOWS\NOTEPAD.EXE /p notiz.txt

This enables, that you also can declare flags in lower case, without having editing the INI or MNU files directly.

NEW: In the registered version, you can customize the text on the Desktop (which is in the unregistered Version "New Menus for Windows UNREGISTERED").

To have your own desktop notice, write it in the section [General Properties] of the RRKMENU.INI following line:

DesktopNotice=My desktop Notice.

If this line doesn't exist, in the registered version nothing appears on the desktop.

FIXED: XMouse activates now also the pinned menus.

NEW: Like with the system menu, you can define your own appendix to the submenu Tasks. In the dialog General Properties in the section "Menu Hooks", you can declare a submenu, which will be append to the task's list. By default it should be the submenu "TaskMenu" defined in the ADDONS.MNU.

NEW: A new type of menu items is created, periodically drawn menu items with following command lines are available:

MNU_CBRDRAW RESS

(Resources-monitor. The green pie represents the GDI-resources and the blue pie represents the USER resources. The pie, with lower resources left, covers the other.)

MNU_CBRDRAW MEM

(memory-monitor. Free memory will be shown in relation to the total memory (RAM + virtual memory))

MNU_CBRDRAW CLOCK

(Clock / Date. A clock will be shown.)

These items will be drawn periodically, so they are also in sticked menus reflect the actual values. In the section [General Properties] you can define with the line:

CBDIMillisec=1000

how often the menu items will be refreshed. In this example the items will be actualizes all 1000 milliseconds.

If the items are in a submenu, which is shown only with Icons, there is no limitation about the icon size. In the same section of the RRKMENU.INI you can define with the line:

CBDISize=60

the size of the icons in pixel. (Look in the submenu "Monitors")

But if the submenu is shown with the labels, the normal icon size will be used to draw the icons of these menu items.

NEW: The internal command **MNU_DELAY** can be used, to let in menu batches consume some time before the next item will be executed.

If you have in the file MACROS.MNU following submenu:

[START WRITE]
1=0|1 1|MNU_SWITCHTOSCREEN 1 1<1
2=0|Delay 1|MNU_DELAY 1<1
3=0|Write|WRITE.EXE<1

you can with the menu item:

8=0|Starts Write in 1/1|MNU_MBATCH START WRITE,MACROS.MNU<1

at first switching to the virtual desktop in the second row and the second column, and after this launching Write in this virtual desktop.

The delay may be needed in menu batches, if you have to be sure, that one command must be finished, before the next will be executed.

Changed: The Shareware Reminder System is changed.

The differences between the unregistered and the registered version are:

In the unregistered version NMfW displays on the bottom of the desktop the string "New Menus for Windows 1.xx UNREGISTERED".

After 30 days using NMfW the reminder screen is shown at startup.

After 50 days using NMfW a reminder screen will also showed at the end of running NMfW.

After 60 days running NMfW the ending screen is beeping.

FIXED: If you rename the main menu and you open the editor for the menu structure, it now displays the renamed main menu and not "MainMenu" as default.

NEW: The submenu Controls can now be build dynamically. You can create a submenu declare the command line **MNU_CONTROLS**.

The building of the control panel is not very fast (but launching the CONTROL.EXE also needs some time), because it is a quite hard work to get the description and the icons from the *.CPL files.

If you want better a faster version you can still the old (static) way, to install each control panel application as single item.

NEW: If a Submenu has the filename **MNU_DRIVES** a dynamically submenu will build, in which all available drives are listed.

FIXED: Many, many bugs in the virtual desktop are fixed.

FIXED: If the menu runs as shell, some installation programs couldn't install the programs as items in the Program-Manager. This is fixed. In this case the Program Manager would be started automatically.

New Menus for Windows 1.41
29.11.1994 (file version 1.41)
FIXED: The installation routine had a serious bug - or maybe the bug is in the Windows management of DLL's - I'm not sure. Now, after the installing routine copy the BWCC.DLL into the \windows\system directory the BWCC.DLL in the \NMfW directory will not be deleted.

FIXED: The conversion of the Program-Manager groups stopped at 28 groups. Now it will theoretically convert up to 82 groups.

New Menus for Windows 1.40 prerelease
23.11.1994 (file version 1.40)
FIXED: Before I forget: All known and reported bugs are fixed (so I hope). Thanks to all beta testers.

New Menus for Windows 1.31 alpha
30.10.1994 (file version 1.31)
FIXED: A bug in the dialog to associate documents with programs is fixed. If the program had an entry in the REG.DAT, NMfW wrote an incorrect line into the WIN.INI.

FIXED: Directories with an archive bit are not listed in a drive directory submenu. As I fixed this I changed another thing:

By default hidden files or directories, or files/directories with a system bit, aren't listed in the drive directories. But if the option **all files** in the edit dialog is checked, these files/directories are also shown.

Note: The item **Reboot Computer** doesn't function with some Windows installations in the desirable way. Especially, if you have installed network drivers (or similar), Windows prompts you to press Ctrl+Alt+Del to reboot the computer. There is no way to get around this.

NEW: The enhanced system menu has a new item **Back**. If you select this item, the window will be put back at the last position of the window stack.

NEW: In the submenu Tasks, the icon's of the pinned submenus are showed.

NEW: The icons of DOS-programs, if you declare an icon for the menu item, are also shown on the desktop.

NEW: Add a switch **Fixed icons always** in the section **Virtual Desktop** of the dialog **General Properties**. If this option is selected, the iconsized windows always stays in the visible desktop.

NEW: Add a switch **Task only with main windows** in the section **Miscellaneous** of the dialog **General Properties** if all windows should be listed in the submenu **Tasks**, or only the main windows of an application.

Note: If there are two identical items in one submenu, and you edit one of these items, the first item in the submenu will always be changed.

NEW: Add a switch, NTCompatible in the section [General Properties] of the RRKMENU.INI. If this switch is set to 1, all undocumented functions are disabled. But I'm not sure, if it is running with NT.

Changed: Moved the color definitions in the RRKMENU.INI to the section [Menu Colors].

NEW: If you want to use the highlighted files in the File-Managers as arguments for the context-sensitive menu, you can use the variable @FM_ARG in your commandline.

The item:
6=0|InWinWord|C:\WW\WINWORD.EXE @FM_ARG
loads the highlighted files in the File-Manager into WinWord.

New Menus for Windows 1.30 alpha
08.10.1994 (file version 1.30)

NEW: At the first start of NMfW it will convert the Program Managers group Startup in the Submenu Startup.

Changed: Throw out option **NeXtMenu**. It isn't very useful with this implementation.

Changed: The menu **Task** doesn't show pop up windows and dialogs, which are owned by application, as an extra item in the task list.

Also, if you hide a window (with Shift + Task item or the system menu item **Hide**) all pop upped windows and dialogs owned by the program will be hidden.

Changed: The option **Save DT.** in the section **Miscellaneous** of the dialog

General Properties has changed its functionality a little bit:

In the past, if this option was disabled, the position of pinned menus was neither saved nor restored.

Now, the position of pinned menus will not be saved, but restored after starting NMfW. You can design your own assembly of pinned menus: Check **Save DT**, quit NMfW (to save the positions), restart NMfW and uncheck this option.

NEW: Some programs don't like the context sensitive menus, because they use the right mouse button for own context sensitive menus or other functionality's. You can disable the context-sensitive menus with a line in the section [WinClasses] of the RRKMENU.INI:

MyProgramClassName=excluded

With the tool EXTRMNU you can find out the class name of this application.

If you use the right mousebutton to pop up the menu, you can also define with this option, that some programs should be excluded.

It is important, that in this case you exclude the Virtual Desktop (windows class = VScreen). Otherwise you can't switch to another virtual desktop with the right mousebutton.

NEW: There are some parameters for the still existing internal functions:

MNU_SDT is equal to **MNU_SDT 0**

Saves the desktop.

MNU_SDT 1

Delete the desktop (same effect like shift-key + Save Desktop).

MNU_END is equal to **MNU_END 0**

Ends NMfW. If the Menu is running as windows' shell, also Windows will be shut down.

MNU_END 1

Every time, Windows will be shut down (same effect as Ctrl-key + End).

MNU_WIN_REBOOT is equal to **MNU_WIN_REBOOT 0**

Shut down Windows and restarts it.

MNU_WIN_REBOOT 1

Reboot the computer (ctrl+alt+del) (same effect as Ctrl+Reboot).

MNU_WIN_REBOOT 2

Prompts with a dialog for a DOS program, which will be executed after shutting down windows. After the DOS program ends, Windows will be restarted.

NEW: More and more programs produce a lot of invisible windows. This causes, the task list to become unreasonably long. Now, only the visible windows of program will be listed, if there are any visible windows. If all windows of an application are hidden, all invisible windows will be shown in the submenu **Tasks**.

NEW: In the section **Virtual Desktop** of the dialog **General Properties,** you can define whether the virtual desktop should **Switch to the activated window**.

NEW: You can define the pop up alignment of the menu in the section **Mouse** of the dialog **General Properties**.

NEW: If the execution of a menu item fails, you get an error message.

NEW: In the section **Menu Fonts** of the dialog **General Properties** you can define the alignment of the menu font.

At the left side **Menu** you can define the alignment of the menu item's text, and at the right side **Title** you can define the alignment of the menu title text.

The style **Standard** and **Beta** support only the left alignment in the menu text.

NEW: In the section **Colors** of the dialog **General Properties** you can define following items:

Menu: The background color of the menu.

Menutext: The color of the menu font.

Highlighted Menu: The color of a highlighted (selected) menu.

Highlighted Text: The color of the font of a highlighted menu item.

The style **Standard** does not support customizable colors.

NEW: You can customize the starting point of the menu structure. It is no longer necessary that the menu, pop upped with right res. middle mousebutton ,is named 'Mainmenu' and that it is defined in the RRKMENU.INI. In the section **Menu Hooks** of the dialog **General Properties** you can define the starting point of the menu structure.

In this dialog you can also define, if the you want to use the submenu **Tasks** as window's task manager. If you change this option, you have to restart windows, so that the change will be recognized by Windows.

FIXED: Many, many bugs since the version 1.29.

New Menus for Windows 1.29 (alpha) (nmfw129e & nmfw129g)
25.09.1994

NEW: Like some window manager of X, you can activate windows with only moving the mouse cursor.

In the section **Mouse** of the dialog **General Properties** the following options are available:

XMouse activated: activates the following options.

pop up to foreground: activate and pop up the window under the mouse cursor.

only activate: activate the window under the mouse cursor without popping up this window.

with clients: not implemented.

NEW: With the item **NeXtMode** in the submenu **Window-Manager** you can activate/deactivate a modus, which is known by the NeXt system. The menus of an application will be shown in the upper left corner.

This feature is very alpha and may removed in the next version.

NEW: A menu item "**run...**" is available in the submenu "**Menu Setup**".

NEW: The submenu "Progr. Manager" must be renamed to **Progman**.

At the end of this submenu, a new menu item **ReInit Progman** is available. With this item you can reread the Program Manager groups.

NEW: Reworked the option **Save Wins DT** in the submenu **Window-Manager**. Now the programs are saved in the context of the virtual desktop.

NEW: A **Virtual Desktop** is available.

In the submenu Window-Manager you can enable and disable the Virtual Desktop.

You can switch to a virtual desktop by clicking the right mousebutton on it. If you use the right mousebutton for popping up the menu by default, you have to hold down the Shift-key.

With the left mousebutton you can drag windows in the virtual desktop.

If you open a system menu of an application, you can fix (**Fixed**) the window in its place of the visible screen.

If you double-click onto a window drawn on the virtual screen, you can activate

this window.

You can also switch between the virtual desktop with keyboard using the Ctrl + Alt + F1/F2/F3/F4. Therefore following lines must be defined in the section [ProgrammHooks] of the RRKMENU.INI:

393328=0|Home|MNU_SWITCHTOSCREEN 0 0
393329=0|1 0|MNU_SWITCHTOSCREEN 1 0
393330=0|2 0|MNU_SWITCHTOSCREEN 0 1
393331=0|3 0|MNU_SWITCHTOSCREEN 1

In the section **Virtual Desktop** of the dialog **General Properties** you can configure the virtual screen.

NEW: The background color for the menu is customizable.

Select the section **Colors** of the dialog **General Properties**.

If you change the color of the background with the button "Menu".

NEW: The font for the title bar of the menus are customizable. (General Properties/Style). With the option **Fit to title text** you can select, if the menu width will be at least the width of the text, which appears at the title bar of a menu.

Implementing this option, I have had to rework the drawing routines of the title bar (pins and buttons). (The style **beta** is not implemented).

Changed: Changed the memory model of the program from medium to large (for preparing porting to WIN32). Unfortunately this causes some General Protection Failures (GPF's). I hope, I fixed all of them.

Also I rewrote the program to object oriented code step by step.

FIXED: If a submenu fits exactly onto the screen, a submenu "More.." will not be included anymore.

FIXED: Reworked the dialog **Configuration** and fixed some bugs.

NEW: In the submenu **Window-Manager** a new Menu item **ScreenSaver** is available. This item only works, if you have installed a Windows screensaver in the desktop dialog of the control panel. If you select this item, the screensaver will be activated.

FIXED: Bug regarding style=OpenLook & general=without icon & submenu style = only icon and regarding style=OpenLook & general=without icons & pinned menus fixed.

New Menus for Windows 1.2b
17.09.1994 (file version 1.27b) (without changes of 1.28)
FIXED: If the **Icon** button in the edit dialog was pressed and the field **Filename** was empty, the program was crashing.

FIXED: The icons will also show in pinned Program-Manager group menus.

New Menus for Windows 1.28 (Beta)
28.07.1994
NEW: If you select the menu item **Kill** in the submenu Window-Manager, and you click on a window, this window will be destroyed via DestroyWindow. Unfortunately, not all Windows, can be destroyed by this way. If you hold down the **Shift**-key while clicking onto the window, the corresponding application will be quit via TerminateApp: which has a similar effect as 'kill -9' on a UNIX machine. Unfortunately, the OS MS Windows will not free the resources allocated by this app. **Be careful!** Reboot Windows, if you use this

'last exit' option.

NEW: Add a context sensitive Menu for Write.

NEW: Add a context sensitive Menu for the program Programmers File Editor (PFE), with copy/cut/past and the formatting routines. To use these formatting routines, you have to first cut/copy the text into clipboard, then format it with the menu and then insert the formatted text.

NEW: You can execute a whole Submenu as a batch. To do this you have to declare a normal menu item and as command line:

MNU_MBATCH Submenu[,menu file]

Only the string for the menu file is necessary if the submenu is not declared in the RRKMENU.INI.

All normal menu items are executes. Submenus, Searching Directories and Drive Directories are ignored. In a Submenu, which is executed as a batch, also subcalls to other submenus via MNU_MBATCH are allowed, but be careful of recursive calls.

E.g. you can start Write with following batch:

x=0|Write|MNU_MBATCH Start Write,MACROS.MNU;WRITE.EXE

(Label = Write; command line = MNU_MBATCH Start Write,MACROS.MNU; Icon = Write.exe)

and in the file MACROS.MNU following submenu is defined:

[Start Write]

1=0|Write|WRITE.EXE

2=0|keyboard action|MNU_KB C,4 R,0

In the first line Write will be launched.

In the second line, a keyboard macro Alt+C R will be executed (I'm not sure, if these are the right keys. Look at the menu of Write for the correct accelerators!), which should have the effect, that Write will start with the visible ruler.

(If anyone sees a use for it, I can also implement a simple batch structure language).

NEW: The edit controls (like Notepad) has formatting abilities:

It is possible to - if you checked the menu item 'Line break' (or whatever it is named) in Notepad to save the text with layout. Use this for the menu item 'Save' of the context sensitive Menu, and select as file format 'With Layout'. Then the soft line breaks are saved as hard line breaks.

In the submenu "Text Convert" you can convert the highlighted text:

DOS -> WIN, WIN -> DOS; UNIX -> DOS; DOS -> UNIX

In the submenu "Text Format" you can format whole paragraphs. You can format paragraphs with a defined length of a line, a left borderspace, an indentation for the first line, with left, right, center or left and right borderspace. The menu items are only proposal. You can simply define your own paragraphs. (Look in the ADDONS.WRI for more information).

NEW: Now you can also pin the context sensitive Menus.

NEW: I threw out the DLL command CallRRKMenu("Submenu").

If you want to pop a Submenu with a command line, you can use:

c:\mypath\rrkmenu.exe /i 1|MySubmenu|MYMENU.MNU

After the flag /i, a whole INI-line follows. You can perform any valuable INI-line with this statement, with only one condition: the Menu must still be running.

History of RRKMenu 1.1

If you don't like Windows Task-Manager you can replace it with the Tasks-Menu:
Edit the SYSTEM.INI in your Windows directory.
[boot]
taskman.exe=c:\mypath\RRKMENU.EXE /i 1|Tasks|MNU_TASKS;
(This should be one line. The semicolon ";" at the end of the line is only important
            if you use this line in the SYSTEM.INI.)
Now you get the Submenu "Tasks" if you double-click onto the desktop.
NEW: Now a visual Editor for the menu structure is available (including
                copy/cut, move etc.) via **F5** or the Menu item **Menu Setup /**
                Configuration.
FIXED: In the "more..." submenus some GlobalMemHandles are wasted. I
                decreased my use by 5 times.
FIXED: Because of a documentation mistake in Microsoft's API, the Menu
                handle of the hook for the keyboard did not work correctly with other
                tools, which also hooks the keyboard system wide. This is fixed.
Changed: The option, with which you can stick a menu, showing only the icons,
                by hold down the Shift + Ctrl key doesn't exist any more. You can
                change this directly as a property of a submenu.
NEW: I've added the control panel to the Menu. If you don't have the
                English version of Windows, you'll have to modify the items by hand.
                Look in the documentation for more information.
FIXED: Two last minute bugs fixed: 1.) Sticked menus weren't saved, when
                using the Menu as shell. 2.) The check marks in sticked drop down
                Menus weren't refreshed.

New Menus for Windows 1.2
07.06.1994 (file-version 1.27)
FIXED: The function '< search' in the context sensitive menu for edit controls
                was slow. Now it is quicker.
FIXED: If you changed the icon size, the database was always deleted. This
                is fixed now.
FIXED: In the dialogue "Associate Programs with Documents" the button
                "Browse" wasn't shown.
NEW: You can start Normal Menu items hidden.
FIXED: Now you can also insert Menu items in external Menus via drag'n
                drop.
FIXED: Even a Windows Crash should not corrupt the Icon Database

New Menus for Windows 1.2e-beta6
09.05.1994 (file-version 1.26)
NEW: There is a new option available in the section **Mouse** of the dialogue
                General Properties:
If you check the option **Release Mouse after Pop up,** the right mouse button is
                released after you pop up the Menu with the right mouse button;
                otherwise you can select a menu item by holding down the right
                mouse button.
FIXED: A resource leak with the drop down Menus is closed.
FIXED: If you selected a Menu item to start a program (e.g. File Manager)
                and you pushed the right (res. middle) mouse button, while the
                program was starting, you would get only a white, empty Menu.
FIXED: Better implementation of icon database verification. (If Windows

crashed, sometimes the consistency between the index file (rrkidx.*) and the data file (rrkdat.*) was corrupted. Now, at least the size of the data file is checked. If there is something suspicious, the Menu will delete the whole icon database.

Neue Menüs für Windows 1.2g-beta5 (only German Version)
12.04.1994

NEW: The context sensitive Menu for edit controls can save files in more formats:

TextFiles: The text will be written without changes.

Dos2Win: The text will be saved converted from ASCII charset to ANSI charset.

Win2Dos: The text will be saved converted from ANSI charset to ASCII charset.

Unix: The text will be saved converted from ANSI to ASCII charset. Also, the linefeeds will be converted from the DOS to UNIX convention.

There is no standard on which file extension you use (*.unx is just a proposal from me).

FIXED: If you opened a dialogue with a sticked drop down menu, the menu sometimes hung.

Neue Menüs für Windows 1.2g-beta4 (only German Version)
10.04.1994

FIXED: Changed the dimensions of sticked Menus a little bit.

NEW: To provide a better compatibility with other desktop tools like PC Tools for Windows or Norton Desktop, you can avoid the menu pop up by holding the shift-key while pressing the right mouse button. This way you can access the original pop up menus of other desktop tools.

FIXED: If a Shortcut- or a Hotkey-key was pressed, the keys weren't released fast enough.

New Menus for Windows 1.2e-beta3 (only English version)
06.04.1994

NEW: Added some more items to the Window-Manager Submenu:

Minimize all: Minimize all visible Windows.

Close all: Close all visible Windows, except the Menu Windows.

AddToDT: Save a window's position, to restore when restarting the Menu.

DelFromDT: Delete window from restore-list.

SaveDT: Save all window's positions.

NEW: A "Kill" command is available in the Submenu "Windows-Manager".

But be careful! It kills the windows without prompting you for confirmation! A killed application may not free all resources.

NEW: If you use the middle mouse button to pop up the Menu, you can execute a command with a click of the right mouse button on the desktop. Just use the syntax:

0|MyLabel|Mycommand

in the option "Submenu for the right mouse button" in the section "Mouse" of the Gen. Properties dialogue.

Notice: You can't use Program Manager Group Names with a white space as the first char. (This is fixed in v1.3x)

FIXED: changed "Unstick it" to "Stick it" and vice versa. (only English version).

NEW: There is new context-sensitive menu item for the File Manager. If you highlight a file in the File Manager you can print this file with the menu item "Print File". If the file is a document (associated with an application) the corresponding program will print the file, otherwise the 'FileEditor' (declared in the section "FileViewer" of the dialogue General Properties) will try to do it.

FIXED: The menu items "View File" and "Edit File" in the context sensitive Menu for the File Manager are now working (a compiler switch was the problem).

FIXED: Some problems with "-menupath" as command line argument of the RRKMENU.EXE.

FIXED: Some problems with defining Hotkeys and shortcuts to Drive Directories.

New Menus for Windows 1.2g-beta2 and 1.2e-beta2
29.03.1994

NEW: If you want to see the title label of a Submenu even when it isn't sticked, you can activate the option **with title label** in the dialogue **General Properties** - section **Style**.

Changed: If you press the right or middle mouse button over a sticked Submenu, two different pop up menus appears - depending on if you click on the title bar or on a Menu item:

If you click with the right or middle mouse button on a Menu item you'll get a pop up menu with the items: Edit Item, Insert Item, Add Item, Delete Item and Configuration.

If you click on the title bar you'll get a pop up menu with the items: Arrange at top, Arrange at left, Hide, Stick it, Unstick it and Close.

This Submenus are defined in the file ADDONS.MNU and can be changed by the user.

Changed: I've spent the last 80h reorganizing my code, because if I fixed a bug, two new appeared...

This renovation had the consequence, that I had to change the format for Hotkeys, shortcuts and the declaration of Context-Sensitive Menus. The old format is not supported any more. In the dialogue "Hotkeys" and "shortcuts" (via Configuration) you have to define valid Menu items in the form "MenuTyp|Label|command[options]". If you aren't familiar with the format of a Menu item statement, you can only delete Hotkeys or shortcuts with these dialogues. Maybe I'll make it more user-friendly later. This new Format has the advantage that you can assign Hotkeys to virtually anything.

The configuration of the Menu(structure) is now very flexible. All Submenus support all display formats available for Submenus (no Pin, only text, locked etc.). The format is defined local to the Submenu-Entry, i.e. Submenus linked in several positions in the structure of Submenus, can have different Submenu formats. External Submenus (declared in *.MNU-files) also support the Submenu formats - with one exception: If you declare 0=8 in the section of the Submenu in the MNU-file the Submenu will be locked (you can't change the Menu items of this Submenu) and it can't be overwritten with the local Submenu declaration: "3=1|My Submenu|EXTERN.MNU<**0**".

FIXED: The Icon information of the *.GRP-files of the Program-Manager is checked before drawing the icons. If an Icon seems to be incompatible to the current color-resolution, it will not be used. (If you don't use the option "Dynamic PMGs" (see below), this bug fix is of no interest you.)

NEW: I added some variables for the MNU_CALLDLL statement: @MNU_PROCINSTANCE (serves the HINSTANCE of RRKMENU.EXE), @MNU_RRKMENU_INI (serves the name (including path) of RRKMENU.INI) and @DESKTOPWINDOW (serves the HWND of the desktop).

NEW: You can assign shortcuts and Hotkeys to Drive Paths. Highlight a Submenu which contains a Drive Path, press F6 and declare a Hotkey or a Shortcut.

NEW: The context sensitive Menu for the File-Manager has two new Menu items:
- **Edit File**: The highlighted File in the File-Manager is opened with the File Editor, which you declared in the dialogue **General Properties**.
- **View File**: The highlighted File in the File-Manager is opened with the File Viewer, which you declared in the dialogue **General Properties**.

Changed: The Submenus for the context sensitive menus are stored in the file ADDONS.MNU.

FIXED: If you highlighted an empty Submenu (the head of the empty Submenu) and pressed the F5-key, the buttons "Insert", "Append", "Edit" and "Delete" were deactivated. This is fixed.

NEW: If you press the **Shift**-key while selecting a printer, you'll get the printer's dialogue. If the submenu 'Printers' is pinned, this has the side effect, of rolling up the Submenu.

NEW: The context-sensitive Menu for edit controls has 2 new features:
- With the menu item "Save", you can save files in Unix format if you select '*.unx' as file suffix.
- With the menu items "Upper" and "Lower" the highlighted text is converted to upper or lower case, respectively.

FIXED: If you opened the Drive Path A: but there is no floppy to read, you would get two system-error messages. Now, you don't get the error messages but the Submenu will be empty.

Changed: If you want to declare the path to the RRKMENU.INI in the command line of the RRKMENU.EXE you have to use this form:

"c:\menu\rrkmenu.exe -menupath c:\my_path"

or

"c:\menu\rrkmenu.exe /menupath c:\my_path"

All arguments which don't have a "-" or "/" as the first char, will be interpreted as programs to load at system start.

FIXED: If you started Windows with a flag (win /3) the Menu couldn't find its RRKMENU.INI, this is fixed. (See previous item)

NEW: If you activate the option **with hidden Tasks** in the section **Miscellaneous** of the dialogue **General Properties** all Windows - including the hidden - are listed in the Submenu Tasks. The hidden Windows are marked.

If you activate this option you'll also get the item **Hide** in the system-menu.

If you select an item of the Submenu Tasks while holding the **Shift**-key, the corresponding window will be hidden. If you want to unhide a window, just select the corresponding item from the same submenu. (You can still use the old key-combinations: Ctrl to quit a task and Shift while opening the Submenu Tasks to show all windows.)

FIXED: Sometimes the Menu just 'Beeped' if you pressed the right (or middle) mouse button, and, after that you couldn't pop it up. I hope this is fixed now.

NEW: Because Submenus with the Program Manager groups take longer to show, I added a conversion of the group files to the Menus format. The first time you start the Menu, all groups of the Program Manager are converted in 'normal' Submenus, which are written in the Menu file PROGMAN.MNU.

Unlike to the old version of dynamically built Program Manager groups, the edit-features don't affect the *.grp-files. (I may change this later). Also if you install a new item in the Program Manager, this change will not automatically reflect in the corresponding Submenu. If you want to update the grp-Submenus, you'll have to press the **Shift**-key while you open the Submenu. In the same way you can refresh the 'Progman'-Submenu, if you installed (or removed) a new group in the Program Manager. But take care: If you customized some items in the corresponding Submenu all changes will be lost. Another limitation is that the Submenus in the PROGMAN.MNU are identified by their label - not by the filename of the grp-file.

If you still want to use the old, dynamic but slow version of the Program Manager Groups, you can activate the option **dynamic PMGs** in the **Miscellaneous** section of the **General Properties** dialogue.

I still recommend to install your programs as normal Menu items.

FIXED: Hotkeys and shortcuts are also supported for Submenus. To do this, I had to change the format of the Hotkeys. Old Hotkeys and shortcuts must be redefined.

FIXED: Bug (GP-fault) in the dialogue **shortcuts** fixed.

New Menus for Windows 1.2g-beta1 (only a German version released) **28.02.1994**

NEW: A new style is available. I named it **Motif** - although the similarity to the Motif (X Windows Manager) is not very big.

NEW: Added a new Menu item for the edit control. With the Menu item "Statistics of the context sensitive Menu for edit controls (and notepad) you can get some Information: current line number out of the total number of lines; length of the current line, length of the highlighted text. If you marked more than one line, the value for the length of the line may be wrong.

Changed: If the menu can't find the program to which the document is associated, the document is shown as a shed with blue lines.

Fixed: If another program exits Windows when the Menu was running as a shell, the Menu still asked you if you really wanted to quit Windows. This caused some Problems with several tools (SetRes or SPEAview). This is fixed now.

Changed: If you press the Ctrl-key, while selecting the Menu item "End", you'll exit Windows without confirmation.

NEW: The System Menu is now supported by using the right mouse button. The few actions (Restore, Move, Close etc.) are illustrated with icons. The menu item "Switch to..." is expanded to the Tasks-Submenu. Besides this, you can stick the Window (hold it on top of the desktop). In the dialogue **General Properties** in the section **Menu - Hooks** you can declare a submenu to be appended to the system menu. (default "Systemmenu"). You can also choose, if the system menu should also appear, if you click on the title bar of a window with the right mouse button.

Unfortunately, I haven't found a way to get the current state (minimized, maximized or normal) of the window. Because of this, the menu items of the system menu are never shown deactivated. The good news is that, if an application adds its own items to the System Menu, they are also supported with the right-mouse button-system menu.

NEW: The Submenus "Search Directory" and "Drive Directory" can be sorted by name, type (name suffix), date and size - ascending or descending.

NEW: Now you can declare Submenus in files other than the RRKMENU.INI. If you declare a filename for a Submenu (e.g. C:\USERS\MY_HOME\EDITOR.MNU) the Submenu is written in this file. If you only state the file without the path, the Menu will search for it. First in the same directory of the RRKMENU.INI, then, on all PATH (declared in the autoexec.bat) locations.

Maybe the installation for a multi-user system is now easier.

NEW: If you have a mouse with only two buttons you can emulate the middle mouse button. In the dialogue **General Properties** in the section **Mouse** you can choose if you want to emulate the middle mouse button with the left & right mouse button and/or with the Ctrl & right mouse button. The emulation with left & right mouse buttons only works if you first press the left button and then the right one. This limitation is necessary to avoid side effects in the currently active program.

Changed: I have reorganized the dialogue **General Properties** because I didn´t have enough available room to place all the new options. I've divided the options in several sections. These are selectable with the drop down list at the top of the dialogue.

FIXED: In some situations, the break of a Submenu ("more...") was not correctly calculated. This is fixed.

NEW: The Submenu attributes (NoPin, only Text, only Icons) are also available for Drive Directories and Program Manager's Groups

NEW: You can now pin the Submenu Tasks on the desktop. If activated, you can switch to this Submenu by using Ctrl-t. You can pop it up at any time by using Ctrl+Alt+t.
Note that these are only the defaults, which can be changed or deleted.

NEW: In the Submenu "History" the most recent commands (menu items) you executed with the Menu are listed. In the dialogue **General Properties,** in the section **History,** you can define the length of the Submenu History. If you set this value to zero, the history-feature will not be used. The option, **With internal commands** indicates if internal commands should be listed. (This feature doesn't work

properly).

If you press Ctrl-h while the Menu is popped up, you can jump to the Submenu History. If you press Ctrl+Alt+h, you can pop up the Submenu History at any time.

Note that these are only the defaults, which can be changed or deleted.

NEW: Now you can also pop up Submenus with global Hotkeys. If you edit a Submenu (Highlight the Submenu (let the left mouse button down) and press the F6-key) you can choose with the option **Global** if the hotkey is active every time (Hotkey) or only if the Menu is popped up (shortcuts).

NEW: A Submenu "Printers" is now available. This Submenu lists all printers that are installed. The active system printer is marked. If you select another printer, this printer will be made the default printer. The Submenu Printer also supports Drag'n Drop with the File Manager: If you drag a file from the File Manager to a Printer, the file will be printed in that printer. If you want to insert a new 'Printer'-Submenu, you have to declare MNU_PRINTERS as the file name of the Submenu.

FIXED: The Document-Associations - declared in the REG.DAT (editable with regedit.exe) and in the WIN.INI are recognized (before, only the REG.DAT was used). If you define a new document association with the corresponding dialogue, the new association will also be written to the WIN.INI.

NEW: In Drive Directories you can sort the files by the type (file suffix).

NEW: In Drive Directories you can now list all files (so, also the files which aren't programs or documents). If you want this feature active, check **All files** in the Edit-dialogue. [So that the Menu can handle these files, you can declare a FileViewer and a FileEditor in the dialogue **General Properties** in the section **FileViewer**. If you select a file, which isn't a program or a document the file will be loaded in the FileViewer. If you press the Shift-Key while selecting the file, the file will be loaded in the FileEditor.]

NEW: In the hooked drop down menus of the programs, the disabled menu items are showed grayed, but you can still execute these menu items, because the programs aren't very reliable with the information about the actual state of their menu items. Be careful. If you execute a grayed menu item - you can damage the integrity of your system.

NEW: If you execute a menu item of a sticked drop-down-menu, the Menu will be refreshed thus reflecting the changes in the program after the command. (e.g. in a multi-document application you can use the sticked Submenu "Windows" to switch quickly to another document.)

FIXED: A working directory in a Program Manager item confused the Menu. This is fixed.

NEW: The context sensitive Menus for the File Manager were not very 'context sensitive' :
- Copy Files: Copy all highlighted files as strings into the clipboard. The filenames (including the path) are separated with a white space.

Please be patient; To copy 550 filenames takes 1 minute with a 486 processor & 33 Mhz (The segmented architecture of DOS

causes the problem!)
- Copy Path: Copy the Path into the clipboard.

FIXED: Although fixed in version 1.0, this one reappeared: if a Menu message box came up, you were unable to use the keyboard to select a button. This is now fixed (I hope)

FIXED: Other Tools, which hooks the WinProcs didn't receive the WinProc-Messages. (the SDK documentation is wrong/incomplete)

New Menus for Windows 1.1g/e/i (German, English, International)

Changed: The file RRKSHELL.EXE is now unnecessary.

Changed: The Internal Commands (MNU_...) are now all in English.

Changed: The files RRKMNDLL.DLL and BWCC.DLL must be in the Windows directory.

Changed: If you arrange all pinned Menus on the desktop (right mouse button over a pinned Menu or F9 res. F11), the Menus, which only shows the icon and the pinned Drop-Down-Menus aren't effect.

Changed: The option **Save Wins DT**, which appears in the Submenu Tasks if the Menu is the Win-Shell, is changed: The option can now be reset with the Shift-key. The internal command MNU_SDT is now of public use.

NEW: The shortcuts for Submenus (Ctrl - char) are definable in the Edit dialogue for Menu items.

NEW: If you double-click the title bar of a sticked Menu, the marked menu item will be executed. This also functions, if the Menu is rolled up or if the menu item is a (link to a) Submenu. If you press the **Shift**-key while selecting a Menu item, the sticked Menu will be rolled up after executing the Menu item's command.

NEW: I've Implemented global hotkeys to execute command lines (and also internal commands). Hotkeys can be defined in the edit dialogue of a menu item or in the dialogue **Hotkeys**. The Hotkeys only function, if the switch **Alt+Pause-Pop up (Hotkeys)** is active.

NEW: I've reorganized the edit dialogue for Menu items. If you edit Submenu - items, in the category Window-Size you can define Submenus as normal, only with icons, only with text, with no pin and locked.

NEW: Now you can also pop up the Task-Menu with a hot-key (The **Ctrl-X** key is pre-selected). This option has only one disadvantage: Depending of the time pressing the **Ctrl**-Key in the Task-Menu only the visible Windows are showed or also the hidden.

FIXED: The Menu was confused by parameters of a PMG-Menu item - Not any more.

NEW: If you press the **Ctrl**-key, while opening a Submenu or a Drive Directory, the current Submenu will be popped up as the main-Menu. This option may improve the possibilities to walk through your directories. (There are some problems if WinWord 2.0 has the focus.)

NEW: With the internal command **MNU_KB** you can send key strokes to the window which has the focus. Unfortunately, this doesn't work with DOS-Boxes. (It is only a first hack and not very comfortable.)

NEW: **Now you can stick every Windows Drop-Down Menu with a pin on the desktop!** To do this, select the Drop-Down Menu with the right mouse button instead of the left mouse button.

NEW: The Menu can be popped up by an external program. The function is

```
int CallRRKMenu(char far *Submenu);
```
and can be found in the file RRKMNDLL.DLL. For more hints read the help
chapters about the API of RRKMenu.
NEW: Instead of a filename to open or to execute, you can declare a
          function of the Windows-Api or another DLL with the internal
          command **MNU_CALLDLL**. For more hints look in the help chapters
          about the API of RRKMenu.
NEW: RRKMenu becomes more and more a Windows-Manager! You can
          associate special Pop up-Menus to Windows-Classes and improve
          the functionality and comfort of Windows. The way to assign Menus
          to special Window-Classes is described in the chapters about the API
          of RRKMenu.
I've done it with edit-controls, list-boxes, scrollbars and the DOS-Box. If you press
          the right mouse button over one of this Window-Classes a Menu
          appears to handle it. For more hints on this look in ADDONS.WRI.
NEW: If you press the Alt-key while dropping the files, the menu will start the
          application for each file. This is useful, because most of the
          applications, which can only handle one document (e.g. Notepad or
          Paintbrush), also accept only one file as argument.
Otherwise the files are sent as one package to the application.
NEW: If you quit the Menu with **Menu Setup / End** while pressing the **Shift**-
          key, Windows will shut down without confirmation (If you don't use the
          Menu as Windows-Shell: **Ctrl + Shift**)
NEW: Improvments on the customizing of the Icons for the Menu items. The
          corresponding dialogue functions like the dialogue in Program-
          Manager. Now you can also customize the Icons for **Submenus** and
          Drive Directory; the Icons will not be discarded if you change the
          icon-size.
If you edit the INI-file by hand you can also declare two Icons in one library for the
          selected and the deselected state.
NEW: Implemented 'Drag'n Drop-Panels'. These are sticked Menus, which
          show only the Icons and not the describing-text. For hints how to use
          this Drag'n Drop-Panels look in the help-file for **Drag'n-Drop-Panel**.
NEW: Enhanced the functionality of the Submenu **Tasks**. If you push the
          Shift-key while opening this submenu, the hidden programs are also
          listed. If you hold down the **Ctrl**-key while selecting one of the Tasks-
          Menu items, the corresponding program will be closed.
NEW: The internal command **MNU_WIN_REBOOT** ends Windows and
          restarts it. If you push the **Shift**-key while doing this, the computer will
          be rebooted. You can also run a DOS program which is incompatible
          with Windows with this option. Fore more see **Running a Windows
          incompatible DOS Program** in the help.
FIXED: When RRKMenu was running as Shell, the option **Save DT.** wasn't
          enabled. This is fixed.

21.11.1993
RRKMenü Version 1.0g(German) + English Additional
(only published for registered Users).
FIXED: fixed a silly bug with the editmenu in sticked menus
FIXED: fixed a little bug with case and icon-database. ->Had to change all

occurrences of mnu_... in the rrkmenu.ini to MNU_... Attention, this is important! The lower case (in the old INI-files) will not function anymore!

NEW: I've renamed the menu item general Properties to Configuration. I think it is now clearer.

NEW: Dialogues were reorganized (Associate is accessible via Configuration)

NEW: I've added hotkeys to get Submenus by pressing a Ctrl-char while the menu is popped up (select Configuration and then Hotkeys. This dialogue is quite similar to the Associate dialogue)

NEW: In the Edit-dialogue you can select an Icon (it will be effective for the current icon size only). As an alternative, you can copy an Icon c:\yourdir\program.ico to represent the corresponding program c:\yourdir\program.exe.

NEW: Added the possibility to pop up a menu on the background of the desktop and on the window-title bars (press the Ctrl while selecting Only desktop and look at the icon representation of the menu item).

NEW: If you normally use the middle mouse button to pop up the menu, you can declare a second (sub-)menu for the right mouse button (add the name of the submenu to SpecialRightMouseButton=My SubMenu in the section [General Properties]). This menu will pop up with the right mouse button if the mouse button is over the background of the desktop or over a title bar of a window.

NEW: Made the iconic representation of Program-Manager Items a little bit more safe.

NEW: Added a new style - beta (select F2, or F5 and gen. Props and look at Style. (Notice that a change to or from the standard style will delete the icon database and the menu will be slow when called the first time - it analyzes the Exe-files and extracts the icon-information.)

NEW: When RRKMenu is not running as shell, you can shutdown Windows by pressing the **Ctrl-**key while selecting **Menu Setup / End**.

NEW: Created a new Style for the Menus called **Beta**, and added for this (and the Styles **Normal** and **OpenLook**) a dialogue-option.

NEW: Support for File-Sharing in a LAN. Now you can declare in the command line of RRKMENU.EXE the directory, where the RRKMENU.INI and the Icon-database can be found.

NEW: If you're running RRKMenu as the Windows Shell, you can save all open windows (Programs) with their detailed positions. If you restart Windows all applications will be restored in the same Position on the Desktop. (If you push **Ctrl** while selecting the last Menu item of the Submenu **Tasks** the windows will not be restored).

Of course (?!) the Menu can't figure out, which documents are loaded in the applications, the document-based applications will be restored empty.

RRKMenü 0.9ec Prerelease with English dialogues

3.11.1993

NEW: Created English dialogues, overcrowded with mistakes.

NEW: May have fixed a bug in PMG's Icon showing.

NEW: Fixed bug in SearchingDirs with ä (ae) ß (ss) etc. in directories

NEW: You can't use a whitespace as the first letter in a filename

History of RRKMenu 1.1

Created a Message to the User
Implemented Shift & Esc to switch the state in sticked Menus
NEW: Implemented Shift & PgnUP etc. to rollup in sticked Menus
NEW: Implemented Shift & Arrows to move a sticked Menu
NEW: Totally reworked MEM handles of 'more...' - Submenus in sticked
            Menus, because they wasted the global HANDLEs.
Created a Container-Class (only 64 k)
NEW: Created a better Exception-handler for global and local MEM
NEW: Added the Interface for RealMove
NEW: I've rewritten the Mem-Managment for IdxInRAM using my new
            Container-Class.
Now I don't need any more Global Handles, (except the code segments) than
            Program-Manager!
Also, the menu (Icons) became faster.
FIXED: Fixed a bug with SubMenus in ff-Menus (normal and sticked Menus)
NEW: Implemented Alt + Pause hook
Now the Menu can be used without a mouse.
FIXED: Restoring sticked Menus (by using 'Save DT.') doesn't break
the menu to a ff (more..) menu.
FIXED: The interface to declare Documents wasn't very safe. (it was more
            alpha then beta)
BETA: Gave the program 1k more stack, because sometimes by registering
            the Icons in the database the stack crashed.
NEW: Wrote the English help
NEW: Fixed the bug with 'more...' restored at the starting of Program
NEW: Improved the first painting of pinned menus
1. they are only painted once
2. there is no white space flickering
NEW: The submenus now are first built, when they are opened, not when
            they are selected.
This improves the key-support (all the huge, highlighted but not opened
            Submenus aren't initialized).
NEW: I've added a new Look for the menus (OWL_LIKE=1)

RRKMenu 0.9 Prerelease
21.10.1993

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