

AmiStart

COLLABORATORS

	<i>TITLE :</i> AmiStart		
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Chapter 1

AmiStart

1.1 main

AmiStart Documentation V0.63

```
read important
    Notices
    , for example what to change in your old config
some general notices
    First of all / DISCLAIMER
    what you can do and what you can't
    Legal notice / COPYRIGHT
    read the
    Introduction
    to learn more about it

all
    Requirements
    you need to use me

how to
    Install
    AmiStart

what are the
    Features
    of mine

The
    USAGE
    of AmiStart

external
    Modules/Plugin
    Support

an
    AREXX
    -interface for external access

what
    Bugs
    do i have

slow
    Performance
    ?
```

Thanks
 to all of you
 the
 History
 to see the progress
 my
 Last Words
 , all i wish
 to
 Contact
 me

1.2 Notice to the using of AmiStart

NOTICE:

This version was compiled for mc68020 (no FPU) and above, i think thats ←
 no problem.

Version 0.56:

It is recommended to rise the stack size (16384 bytes for example), ←
 this is important because of the recursive removing from directorys ←
 (16384 is just a
 suggestion, i don't know the exact value).

The guigfx.library is not longer optional since Version 0.56 uses it ←
 for Icon handling.

Version 0.59:

There is a popup-menu build in (see
 requirements
), this needs the Right-Mousebutton
 handling to be changed, but thats has nearly no effect, you could ←
 close Layers as before
 by clicking the RMB, but this must be done a very short time, longer ←
 pressing down the RMB cause
 to popup the PopUp menu.

MUI is not longer optional, coz i use it for requesters to enable more ←
 keyboard shortcodes.

Some changes are done in the transparency handling, see
 USAGE/Others

WARNING: AmiStart has massive problems on 256 Color wb ←
 -views, no idea why

AmiStart can only be started once, a new call will stop a running ←
 AmiStart task

Version 0.60:

AmiStart uses its own border colors now instead of the system entries, ←
 you could select values for them in the
 global prefs now (named Shine and Shadow color).

Version 0.61
Removed the ToolTypes
 AUTOACTIVATE TIMEOUT MOREUNSHARP and FORCEREFRESH
 ,
 this ponits are now selectable in the Global Settings in the "Misc" ↔
 section-popup
 look in the ToolTypes section for a description of this stuff

Version 0.62:
Removed the ToolType
 JUMPQUALIFIER
 , but you can setup this Qualifier in
 the Global Settings/Misc section.

1.3 First of all / DISCLAIMER

First of all / DISCLAIMER:

I start this program in 1998, and sold my Amiga 1999, i continued in 2001 ↔
 on WinUAE,
 coz Windows programming is arghhh...

I'm not liable for any damages on your Hard and/or Software, it's your ↔
 risk to use
 this Application.

1.4 Copyright

Copyright:

This Tool is Freeware, but i ask for an e-mail (address follows below).

Note: This is only valid for my Parts of this Archive, see the included ↔
 readme file
 for copyright informations of the additional content.

almost all icons in this archive are done by Martin Mason Merz.

1.5 Introduction

Introduction:

As many other Tools this one is an other example of a Windows like ↔
 Starmenu, unlike
 most of them you can drag&drop items direct in the menu.

At time you can not use Images like jpegs or iffs for the items, you only
 can use icon
 files so you should use Newicons or i hope it looks well with the new icon
 .library in
 os >= 3.5. Since 0.59 it's possible to use the iconobject.library in the
 scalos package.

Also you can use a Filesystem, which will be displayed.

To learn more about the Possibilities of AmiStart read the
 Usage
 section

1.6 Requirements

Requirements:

Hardware:

- any Amiga with at least a 68020, without a fpu it crashes here, but
 i think that's a problem of my
 System coz i have patched some libs to use the fpu. I have not used
 any fpu compiler settings.
- its recommended to use a gfx-card and a fast system.

Software:

- wb 3.x
- wbstart.library (under OS >=3.5 this should be not needed).
- guigfx.library (since 0.56 needed, guigfx needs the render.library
 to work) (at www.neoscientist.org).
- MUI V3.8 since (0.59 not longer optional).
- If you like to use the PopUp menu, you need to install the popupmenu
 .library (Version 10.x)
- The commands/tools setup needs the nlist(view) class for mui.
- optional the iconobject.library and addons (like datatypes) from the
 scalos package
- optional the ttrender.library (needs P96 or CGX) to render
 antialiased TrueType fonts

the "should" means i couldn't test it coz i only own OS 3.1.

1.7 Installation

Installation:

only drag the content to the WBStartup directory and/or optionally change
 the

ToolTypes

(don't replace the prefs file and the additional content
 if you wish to use the old data).

I've included a install file in the packages above 0.57, but you can still
 install as above.

The installer file should not overwrite old files by selecting the right ↔ options, and you can set the ToolTypes automatic.

Don't blame me if it won't work, i've never make a install file before.

Note: the installer script not handles all AmiStart possibilities.

1.8 Features

Features:

- displays unselected and selected images,
- drag & drop
- displays filesystems
- small arexx port, which ables to add entrys (for example by the ↔ installer (like windows))
- possibility to change the prefs file by an external editor or a text ↔ editor saving causes AmiStart to reload it. but all options (except the vertical spaces in layers) are configurable ↔ in the builtin Setup
- keyboard support (since 0.52)
- fully hideable (since 0.53)
- texture support (since 0.56)
- transparent backgrounds (since 0.58)
- direct commodities support (since 0.57)
- iconobject.library support (since 0.59)
- popupmenu support (since 0.59)
- added filesystem action commands (copy/move/delete). (since 0.59)
- added external module support (since 0.59)
- added the possibility to convert each starticon into a clock. (since ↔ 0.59)
- added a LaunchBar (TaskBar) (in 0.60)
- display actions on the Taskbar (since 0.60)
- antialiased TrueType font support on P96 and CGX views (since 0.61)
- hotkey support (since 0.62)
- support for irregular docks (Shapes)

1.9 Usage

Usage:

Using the word "BUG" in the following description does not should say a ↔ dangerous bug, it could be for example a simple visual problem without any crashes.

ToolTypes
Important settings must be set here

Layers
and the differences between them

Setup
the main setup

Filesystem ToolTypes
helpful for filesystem usage

Popup menu & commands
using the popupmenu and setting up \"open with\" commands

Using the Keyboard
adding a AmiStart Command

Using the TaskBar

Using Backgrounds / Transparency

MUI-Buttons
, nicer MUI buttons for setup windows

Shapes
, free layoutable docks

Others
, different issues

1.10 ToolTypes

Tooltypes:

PREFS = xyz
name of the prefs file (must exist).

STARTICON = xyz
name of the icon file (without .info extension) this icon is used ←
for the start-button,
you can click on.

CX_HOTKEY = xyz (since 0.52)
an optional hotkey to popup/popdown this tool

NOBORDER
don't border the starticon (icon is not transparent). You could ←
paint your own borders.
(does not work with TRANSPARENT and TASKBAR ToolTypes)
NOTE: don't use this ToolType coz i decide to remove it

SILENT (since 0.53)
setting this flag makes amistar fully invisible, until you press ←
the hotkey or use

the AUTOPOPUP flag described below.
(does not work with TRANSPARENT and TASKBAR ToolTypes)

AUTOPOPUP (since 0.53)

only if SILENT is enabled, makes Amistart visible by moving the mouse in the leftmost bottom edge of the wb-screen.

TRANSPARENT (since 0.57)

make the Starticon "Transparent", meant that the Background color is replaced with the Background.

The problem is that this only work properly if no Window is in front of the StartIcon

before AmiStart starts, background changes won't be recognized while AmiStart is alive.

(TASKBAR ToolType set this always to ON)

DATA PATH = xyz (since 0.57)

set the path for the relativ positioned data in the startup prefs, this were for example

icons which are not absolutly located.

For example "icons/up.info", with unset DATA PATH this is loaded with the path

"progdir:icons/up.info" with DATA PATH the path is "DATA PATH/icons.info".

This enables you to leave out the example setting icons out of the wbstartup drawer.

Nevertheless these is only a path for the data in the sm.prefs file not for the starticon.

NOTOOLTYPES (since 0.58)

this disables the Filesystem ToolTypes

support (see below), could speedup reading

filesystems (the first time), but on my Hardware this seems to have no effect in speeding

up something.

JUMPQUALIFIER = xyz (since 0.58) (removed in 0.62, but available in " global settings/misc" section)

this ToolType changes the qualifier to jump multiple entries in a Layer by the keyboard mode.

Following strings are possible "lalt", "ralt", "ctrl", "lshift", " rshift"

(default is left alt).

FASTSCALE (since 0.58)

in 0.58 the scaling algorithm for small icons was rewritten, this looks better but could

be slower and needs more colors, so users without a gfx card should use this Tooltype to

force AmiStart to use the old algorithm.

USEICONOBJECT (since 0.59)

use the scalos icon rendering system, so you can use NewIcons ←
without the Newicon patch.
note, it is not required to install scalos but at least the ←
iconobject.library and the
datatypes.

NOMASK (since 0.59)

if you don't like to use
backgrounds / transparency
you can also set this tooltype
to force off the mask generating. This results in less memory ←
usage and should be a bit faster.
You can try to use this Tooltype also when you get some visual ←
errors.

LATELOAD (since 0.59)

by setting this Tooltype AmiStart loads nearly all icons first ←
time if you open a menu, result of this
is that AmiStart faster boots up and needs less memory if you don' ←
t use all sub-menus. But this delays
the first appearing of a menu.

INFOMODULE = xyz (since 0.59)

if you don't like the wb information requester for filesystems, ←
you can specify here a shell module
to take this part, for example the scalos information module.

MOREUNSHARP (since 0.59) (removed in 0.61, but available in "global ←
settings/misc" section)

OBSOLETE

setting this ToolType amistart does more rendering cycles to ←
generate the unsharp transparency background

NOMASKCHECK (since 0.59)

by default AmiStart checks the mask of the starticon to recognize ←
if the user points over the StartIcon,
this could be problematic if the StartIcon is partial transparent. ←
Using NOMASKCHECK lets check AmiStart only
if the mousepointer is inside a rectangle about the StartIcon. ←
This ToolType needs the TRANSPARENT ToolType to be set.
The TASKBAR ToolType always switches this on.

CLOCK (since 0.59)

setting this ToolType the AmiStart start icon will be translated ←
into an analogue clock (note: you MUST
use the TRANSPARENT ToolType in the AmiStart icon too, to enable ←
this feature), in this case
the clock-pointers will became default parameters but you can ←
still change them by using
ToolTypes inside the start icon file. Use following ToolTypes ←
inside the starticon:
CLOCK_X = x position of the begining of the pointers, 0 = left
CLOCK_Y = y position of the begining of the pointers, 0 = top
CLOCK_HOUR_R = r
CLOCK_MINUTE_R = r
CLOCK_SECOND_R = r length of the pointers in pixels
CLOCK_HOUR_COLOR1 = color1

CLOCK_HOUR_COLOR2 = color2
 CLOCK_MINUTE_COLOR1 = color1
 CLOCK_MINUTE_COLOR2 = color2
 CLOCK_SECOND_COLOR1 = color1
 CLOCK_SECOND_COLOR2 = color2
 colors of the pointers, color1 = color at the start of the ←
 Pointer (middle of clock), color2 = color at the end ←
 of the
 pointer.
 Each color must be entered hex with the following ARGB ←
 format 0xaaarrgbb, aa = alpha value, rr = red value, gg ←
 = green value
 bb = blue value, all in the range from 0x00 upto 0xff, ←
 alpha is not used but should still be set to 0xff.
 Note: pointers are drawn with nonsystem linedraw, so its ←
 possible to make them AntiAliased but they use much ←
 more cpu resources.
 CLOCK_NOSECOND disables the second pointer
 CLOCK_BIGPOINTER makes the minute and hour pointer a bit ←
 wider, so it will be much better visible.

 i have included two fast painted clock icon, named Clock.info ←
 and Clock1.info in the icons drawer.

STARTDELAY = xyz (since 0.59)
 delay starting AmiStart, xyz = time in 1/50 secs -> STARTDELAY=50 ←
 waits one second before AmiStart starts.
 This could be usefull, if your workbench has a background and you ←
 get a gray background around the starticon
 using the TRANSPARENT ToolType after you workbench gets its ←
 background. Delays also if the wb-screen reopens

FORCEREFRESH (since 0.59) (removed in 0.61, but available in "global ←
 settings/misc" section)
 OBSOLETE
 Normally AmiStart updates Layers only by resizing them, but some ←
 visual updateoperations won't work this way.
 Using this Flag AmiStart reopens the Layers so for example setting ←
 the Transparency flag will be shown immediantly.
 Note, this is only recommendent on faster systems. (see Bugs).

MAPPED (since 0.59)
 There are two possibilities to handle icons, the first is to ←
 convert them to the screen resolution (=depth) the other handle
 always 256 Color Icons.
 Using MAPPED all icons are converted to 8 Bit depth this should be ←
 "much" faster and on non true/hi-color screens needs less ←
 memory
 but could cause problems on some systems.
 Try MAPPED First if all runs well leave it, else remove this ←
 ToolType.

TASKBAR (since 0.60)
 Using this ToolType launches AmiStart as a
 TaskBar
 APPICONQUALIFIER = xyz (since 0.60) (removed in 0.62, ←
 but available in "global settings/misc" section)

since 0.60 you can drop project files onto items in AmiStart to open this file within the selected item. For example dropping a picture file while holding down this qualifier onto a picture viewer should display this picture.

Note: dropping files from workbench onto filesystem drawers copies this file/directory from a filesystem to another, i.e. dropping the system partition icon named "sys:" from the wb onto a AmiStart filesystem item "RAM DISK:" copies all files from "sys:" to "ram:".

Using a empty qualifier string "APPICONQUALIFIER=" disables the normal drop->add handling in AmiStart, you cannot add items to AmiStart, but you can drop projects and open them with the selected item without a qualifier.

usable qualifiers are "lalt", "ralt", "lshift", "rshift", "lcommand", "rcommand", "ctrl", "midbutton"=middle mousebutton, or combinations of them.

default is left shift (lshift)

HELPPFILE = xyz (since 0.60)
using the HELP key in the settings displays the AmiStart documentation, you can change the path for the doc here for example "HELPPFILE = HELP:AmiStart.guide"

CX_TASKBARHOTKEY = xyz (since 0.60)
before using the Launchbar per Keyboard you must activate the TaskBar window, use this ToolType to set a activation HotKey for example "CX_TASKBARHOTKEY = ctrl t"

AUTOACTIVATE (since 0.60) (removed in 0.61, but available in "global settings/misc" section)
OBSOLETE
using this ToolType lets AmiStart automatically activate the TaskBar if the mouse covers it, there are some probs, you will notice if other windows are covering the taskbar

TIMEOUT = xyz (since 0.60) (removed in 0.61, but available in "global settings/misc" section)
OBSOLETE
setting values bigger then 0 lets AmiStart close Windows if the mouse is not moved the described time (try different values)

DEFPREFS = xyz (since 0.61)
you can set a default preferences file using this ToolType, for example for multiuser configurations.
AmiStart tries to load the prefs file defined by the PREFS ToolType first if it fails it tries to load the prefsfile defined by DEFPREFS. Saving the settings will always be done using the prefsfile defined by PREFS.

USEWBSTART (since 0.61)

you can force to use the `wbstart.library` to launch applications. On OS Versions lower or equal to 3.1 this library is always used, on ≥ 3.5 Versions apps are launched be the `workbench.library` but sometimes i have been reported that this fails (OS3.9 and Opus MagII), therefore you can force to use this library instead.

USETTRENDER (since 0.61)

on Picasso96 and Cybergraphics configurations you can use this ToolType to enable `ttrender.library` support. The `ttrender.library` is a very powerful TrueType font library with antialiasing support. You must have installed your fonts in the "Fonts: `_TrueType_Outlines`" drawer to use em with AmiStart.

DIRSPACE = xyz (since 0.62)

set the Space between AmiStart Layers, default = 0.

1.11 Layers

Layers and differences between them:

Layers are simple Windows which contain one or multiple Item(s), you could name it Windows, Layers, Directorys or Drawers.

AmiStart Knows four kinds of Layers:

- FileSystem Layers:

it's a thing like `workbench` drawers, all items inside a filesystem will be displayed, normaly unflexible but fast to configurate coz they displays all items inside the given filesystem containing drawers.

To make them more configurable you can use
Filesystem ToolTypes

You could not drop items into a FileSystem Layer without changing the FileSystem (copying/moveing/deleting files to/from them)

- Application Layers:

most Flexible, fast, only data you need (you drop into it) will be displayed, it's something like a ToolBar but needs more time to be configurated.

Application Layers could contain other Application/ FileSystem / Commodities/ External Layers and

Commands

+ MAIN-Layer: the Layer/ Window with the strip on the left side, nomaly displaying the string "AmigaOS NG"

- Commodities Layer:

displays your System Commodities and lets possibilities to manipulate them.

- External Layer:
this kind of Layers will be used by external modules

1.12 Setup

Setting up AmiStart

adding Tools

To add a Tool, simply drag it's icon on a location in the startmenu / taskbar.

adding Filesystem Layers

To add a Filesystem-Layer, simply drag a Drawer (Filesystem) icon on a location in the Startmenu and select Filesystem

adding Application Layers

To add an Application-Layer, simply drag a Drawer (Filesystem) icon on a location in the Startmenu and select Application.

changing the location of an item

to change positions of Applications, Drawers ... drag it's Item to the new destination location.
(dragging from Filesystems to Application-Layer is possible, other way is not possible, because FileSystem Layers are Temporary, instead of this you must copy them.)

changing item properties

to change the properties of the items, press and hold the left mousebutton down over them (not move the mice) until the Properties Window appears (needs MUI), since 0.59 you can also use the popup menu.

changing the logo and main settings

to change the Logo and some default parameters do same as above onto the Logo in the MAIN-Layer.

- the included logo was fast painted with photoshop (i'm not an artist), notice that the logo is painted from bottom upto top without resizing it, if the layer is heigher than the logo the logo is scaled up else it will be truncated. The included logo is in jpeg format this causes a larger amount of time to decode it the first time, user with low-end processors could repack it or use an other logo.

Setting up the Launch/Task Bar

to change the TaskBar properties select the TaskBar setting from the popup menu

removing items

to remove entries, drag them out of the windows or use the popup menu. ←

saving the settings

you must save your settings using the save command, changing any setting does not do this. ←

to save an configuration click exit and then save or configure a new button (application) ←

with the save command or use the arrex command "SAVE" or use the popup menu. ←

using Commodities

To get direct commodities Support, setup a new Command

and change the Command to Commodities

(change the icon files if you like to change them).

1.13 MUI Buttons

how to get nicer MUI buttons for the Setup Window

MUI is a very nice Tool, but you can only use (popup) Buttons with a very small amount of Colors. ←

Since AmiStart V0.62 you can copy two-state Buttons in the standard icon format (NewIcons/OldIcons or OS3.5/9 Icons) ←

into the buttons drawer (in the DataPath) and AS will use them next launch as replacements for the MUI Buttons, also ←

you can use more than the very few PopUp buttons of MUI.

Following Buttons are available:

- CheckMark.info	replacement for the MUI Checkmark
- Delete.info	button for delete Operations
- GetApplication.info	button for popup a ASL Requester ←
to select a application	
- GetArexx.info	button to select a AREXX script
- GetDrawer.info	button to select a drawer or path
- GetFile.info	button to select a general file
- GetFont.info	button to select a font
- GetIcon.info	button to select a info file
- GetImage.info	button to select a image
- GetScript.info	button to select a Shell script
- GetShell.info	button to select a CLI application
- PopUp.info	a general PopUp button

only existing button-replacements will be used otherwise the default MUI buttons are used. ←

Replacements will not be painted bordered and will be painted transparent like normal icons. ←

The archive includes a set of Buttons painted by Martin (Mason) Merz

1.14 Shapes

how to setup Shape Layers, and what their are

Shapes are Images with a freeform (irregular) Border, you can create a Shape Layer for different usage, ie. SongPlayer, DockBar, Navigation

Each ShapeLayer is a transparent window containing several Images, these images could be arranged freely in the buildin Layout Window.

A nice simple Shape Layer is included, you could control some Voyager actions with this Shapes, this Layer is done by Martin "Mason" Merz. You should read the small readme file in the shapes/asvoyagermi drawer, to avoid graphical problems

A other ShapeLayer is available in a external package, this could be used to control the SongPlayer but can simply be set up to control other module/wave players.

CAUTION: please see first below, in the BUGS section

USAGE:

to enable shape Support you have to create a drawer named "Shapes" in the AmiStart directory (DATAPATH), in this case you will get a new Entry in the PopupMenu "Add Shape Layer", this will create a new Shape Layer with the entered Name (NOTE: this creates a so named Drawer inside the shapes drawer, so you have to restrict this name to the amiga-dos-filename conventions). A drawer "images" will be created too, inside this drawer, you have to put your images into this drawer!, you cannot load images from an other space (this is to make ShapeLayers easy spreadable).

Image conventions:

for each Shape-Button you can use two images, one normal and one selected, the selected image has to end with a "_S" before the extension, ie. normal image = "Quit.png" -> selected image "Quit_S.png".

If this image contains a Mask (Transparent color), the Amiga Datatypes seemed only to support this way of Masking, this mask will be used.

If no mask is found a rectangular Border will be used. To prevent this you could paint a 1 Plane mask (2 colors) with dpaint/ppaint and use the ".mask" extension ie. "Quit_S.mask", this is especialy useful for TrueColor images.

Copy all these images to the images drawer created in Shapes/ ShapeLayerName/.

After adding a new Layer you will see a small gray Window, you can ←
select it (move it by clicking and dragging it).

Press RMB to get the Layer PopupMenu:

- Load on Startup if selected this ShapeLayer will be ←
opened on AS Startup otherwise you can use the OPENSHPES ←
Arexx Command
 - Edit Shape Layer to arrange the Shapes and select the ←
Commands (see below)
 - Save configuration what does this do???
 - unload Shape Layer removes the selected Layer
 - Screen pubscreen where the ShapeLayer should ←
be opened
- NOTE: this should only be used on ←
TrueColor screens!
the Workbench Screen is default ←
and fallback
-
- Settings change an item directly (some entries ←
are disabled)

Arranging an setting up the Shapes:

In the Setup Window you can move items by dragging them
(to select more than one you can use the shift key while ←
selecting items).

There is a popup menu, you have to hold down the LMB down a ←
short amount of time to

display it (there are problems in MUI using the Right ←
Mousebutton, so i have to use this way).

A Alternative way to open the popup-menu is to press the 'm' ←
key.

You can add entries by using the Add command in the popup menu ←
in this case an "Edit Shape" window
appears (see below).

The Remove entry removes the selected Entry.

The Setting entry displays the "Edit Shape" window for the ←
selected entry.

The "Fixed background shape" is described below in the "Edit ←
Shape" settings.

The Undo entry (KeyBoarad "u") restores a movement, the number ←
of steps is not fixed, but if you have moved a Object
containing more than one Entry you have to choose Undo ←
multiple times, coz undo is a single Item operation.

Edit Shape Settings:

on the top you can see a images list, you have to select an ←
item you like to use for this button, you have to select
the "normal" image.

The "Number of images" value is a special matter, you can use ←
Animation Buttons i.e. for Volume selection

You can use an Image which contains a number of Images from left to right (like TransferAnim's in Voyager/IBrowse...) Enter the number of steps (images) here.

If "Number of Images" is greater 1, you can choose start end values in the Start and End gadgets, i.e you like to control an SoundPlayer's volume button which has the range from 0-64 you have to enter here 0 as start and 64 as the end value. Meant if you select the first image in a animation Button you will receive the start value, selecting the last step you will receive the end value, other images will generate a linear value between start and end.

If "Number of images" is greater one, the WB command and Argument's are disabled, instead of this the Application Arguments are used enter here a "{v}" at the place where the Value should be inserted, i.e
 Arexx Command, Port="SONGPLAYER.1" ApplicationArgument="VOLUME LEVEL={v}"

in this case changing the Volume button will send a Arexx Command VOLUME LEVEL=xyz to the Arexx Port SONGPLAYER.1 after leaving the mousebutton.

You can check the Text Item Flag, in this case the selected Image will be interpreted as a Font and used to display Text you have to specify the number of Chars you want to use in the "Nr of Chars" button. You can use this for Example to display Titles of songs, it is not possible to Enter a Text directly coz this is not usefull, instead of this you can use the Arexx-Command "CHANGESHAPECONTENT". The Font-Image is a simple Image with 32 Rows and 3 Lines, the first Row and First line contains the ascii Character 32 = SPACE the following contain the next Ascii Characters, meant Row 2, Line 1 -> Ascii Code = 33, Row 1, Line 2 -> Ascii Code = 64...

The "ID" entry is useful if you decide to manipulate the Shape via AREXX, if you won't, you can leave this value.

Fixed Background Shape is a Flag indicating that the image is only a Background image, you can not do actions with it, also you cannot bring it to front. This kind of images could be used to move ShapeLayer windows.

execute on Startup, is a Flag indicating to execute the selected command by opening the ShapesLayer. Useful i.e. for Volume Buttons to setup the Volume in the SongPlayer to the Value on the button

Moving ShapeLayer on the Workbench:

The Shape Layers are transparent rectangular Background windows, you can move a window by clicking in a transparent place or on a "Fixed Background Image" and dragging the window onto the new place (NOTE: you have to move the mouse a larger distance from the Click-Position to start dragging, this should prevent unwished position changes).

BUGS???:

ShapeLayers are background windows, meant they couldn't be brought to the front, also you should prevent dragging a Shape Layer window on icons, otherwise the icons are not selectable anymore. Also there are problems if an other Window overlapps a range inside the Shape Layer if this is going to open. All described Problems are only transparency Problems, coz AmigaOS does not support this very well.

AREXX:

some commands added see
Arexx
section

1.15 Filesystem ToolTypes

Filesystem ToolTypes

Filesystem Layers are temporary and therefore uncomfortable, you cannot change settings like for commands, normally all drawers inside a FileSystem shares the same properties for example all uses the small flag, or all drawers up from the root shares the same dospattern. FileSystem settings ables you to change this.

To change filesystem properties somewhere within the Filesystem tree, set following ToolTypes in the Icon you want to change (needs orgicons flag to be set)

for example, look at your System named "SYS:", lets say you have added a FileSystem Layer named "System" with the path "SYS:", and you have setup the propertis this way to display all items small.

by default all icons will be displayed small, this includes icons in subdirs of "SYS:", what todo to display all items in "SYS:prefs" in their original size?

simply add the AMISTART_SMALLCONTENT=FALSE ToolType to the "SYS: Prefs.info" file.

Which FileSystem ToolTypes could be used:

for Files/Dirs:

and you set this tooltype in daten:graphics.info, a click on pic3.gif starts this tool with "pic3.gif" as parameter, a click on the jpg drawer does nothing, you must set this tooltype in daten:graphics/jpg too. But a click on daten:graphics starts the tool with "daten:graphics" as parameter.

Note: the root "Daten:" can't have this ToolType set.

the NAME parameter should contain the path to the default tool, use the token {f} as a placeholder for the filename of the file you click, don't use {F}, leaving this token does not insert the clicked file/dir. The tool does not run Asynchron so you need to add a "c:run" command in front of the default tool, don't forget the path to the run command!.

For Example

```
AMISTART_DEFAULTTOOL=c:run sys:utilities/MysticView {f}
```

```
AMISTART_DOSPATTERN=pattern
to set a matching pattern, only entries with a filename that matches this pattern will be displayed (see your DOS manual).
```

1.16 Popumenu commands

Popup Menu & open with... commands

Since 0.59 you can use a popup menu, simply press the right mouse button a short amount of time, coz make a short click closes all layers of AmiStart.

You can setup open with... commands for files & dirs, to do this open the Commands Settings and add commands, select wb to start the apps like workbench tools. You can change the positions by dragging them.

1.17 Keyboard usage

Keyboard usage (since 0.52)

- up-arrow: go previous item (open directory in the TaskBar)
- down-arrow: go next item
- right-arrow: go inside a directory
- left-arrow: leave a directory
- HOTKEY: only to popup / popdown this tool (no exit!)

- lalt(*) +up/down: jump multiple entries up/down
- Escape: hide all layer
- r: remove entry under cursor (not in the TaskBar)
- m: show popup menu

(*) could be changed through the JUMPQUALIFIER
ToolType

1.18 Adding a command

Commands and how to add them

Commands are buttons with a specific action, AmiStart knows multiple commands ←

- QUIT Command → exit AmiStart
- SAVE Command → save settings
- COMMODITIES Command → show the Commodities launched in your system ←
- EXTERN Command → use a external Module Plugin
- EXECUTE Command → launch a Workbench (CLI) application ←
- TRASHCAN Command → dropping workbench icons (files / drawers) deletes them, ←
- APPICONQUALIFIER
) must be pressed

drop an application from the Workbench onto a Application Layer, this adds an Execute Command. ←

After doing this you can open the setup window and changing the command in the commands cyle tab. ←

Commands are SAVE, QUIT, COMMODITIES, EXECUTE, EXTERNAL and TRASHCAN

since Version 0.62 the Execute Command is splitted in different modes:

- Workbech is the normal launching mode (as in older Versions)
- CLI starts the Application as a Shell Application (uses the "run" command from "c:") ←
- Script starts a script file (uses the "run" and the "execute" command from "c:") ←
- Arexx Script starts an Arexx script file (uses the "run" command from "c:" and the "rx" command form "sys:rexxc") ←
- Arexx Command sends a Command to a given AREXX Port

except of the "workbench" mode all modes have two different Argument lines: ←

- Argument - used if user clicks simply the item

AppItem Argument - used if user drops a project on an item ↵

the AppItem argument differs from the normal argument the way that it must contain ↵

Qualifiers which represents the dropped file.

```
{f} = full filename with path (dropped file/drawer will be passed) ↵
{p} = only the path (without additional '/') ↵
{n} = only the filename (empty for directories) ↵
{e} = file without extension (empty for directories or filenames started with "." and equals {E}) ↵
{E} = extension (empty for directories) ↵
{/} = the char '/' if path isn't empty and doesn't end with ':' ↵
```

for example AppItem Argument = from="{f}" to="{p}{/}{e}.jpg" ↵

difference between Argument in (CLI/Script/Arexx Script) and Command in (Arexx Command) is ↵

that command must include the Arexx Command which should be send to the port for example ↵

```
Port = DOPUS.1, Command = listner new, AppItem Command = listner new mode icon "{p}." ↵
```

since 0.62 Hotkeys could be attached to commands, to setup a HotKey simply click into the hotkey Gadget ↵

and press a combination of Qualifiers (Amiga/Control/Mouse...) and a normal Key at your keyboard. ↵

(you have to press <RETURN> to confirm the Hotkey)

Existing Hotkeys could be removed by pressing the small Button right to the HotKey string. ↵

1.19 TaskBar

using the TaskBar

since Version 0.60 you can launch AmiStart in a Taskbar styled way (use the TASKBAR ToolType) ↵

```
TASKBAR
ToolType)
```

configure the Taskbar by adding items (apps/drawers) per drag&drop from your workbench or from normal AmiStart layers. ↵

You can launch applications, open drawers (application/filesystem) for example dropping your system drawer ↵

lets you see your system structure.

you can drag&drop between the TaskBar and Application Layers, to open a Application Layer while dragging items from the ↵

TaskBar drag the source item onto a Application Layer-Item and wait without moving the mouse a bit. ↵

Change the appearance of the TaskBar by opening the TaskBar settings window per popumenu. ↔

since Version 0.62 you can use the Partial TaskBar switch in "Taskbar Settings/Misc" to make the TaskBar only as width as it's items. ↔

since Version 0.62 you can use the TaskBar on top switch in "Taskbar Settings/Misc", in this case the taskbar appears on the Top of the Screen. NOTE in this mode the arrow up "pic" become an "arrow down" item, in Keyboard mode you must press the down key to open a Layer and finally the seperator normaly bordering the "Quit" item moves to the first item in the first Layer. ↔

using TaskBar Tools

you can add small Tools to the TaskBar by adding them in the "Tool Settings" window, available in the popup menu. Tools are small programs which will be displayed within the TaskBar and could display variions informations. A very simple ShowRam tool is included in the AmiStart Archive. Note: the tools in the list are displayed in inverse order, meant the topmost Tool in the list will be displayed in the most right position! ↔

You can develop your own tools by using the included AmiStartToolsSDK archive! ↔

1.20 Backgrounds

using Backgrounds

To use background textures, select a pattern-number in the cycle-button (enter the name of the background (drop an image file, or popup the asl-requester)), you can use up to 10 patterns and one empty pattern named "----", this patterns are global so you don't have to enter the pattern-image in other layers, to reuse the same pattern only select the same number. ↔

To change the pattern of the MAIN-Layer open the main settings window. ↔

To change the pattern of a Layer select it's root-item and open it's settings window. ↔

Since 0.58 you can set the pattern cycle button to the "RND" entry, this will take a ↔

random pattern from the list edited above.

Note: all patterns you define, are loaded by startup and stay in memory as long as AmiStart is alive.

since Version 0.58 backgrounds could be transparent, check the checkmark to do this, you could set the tint of transparent Layers in the global properties. Layers become only transparent, when enough memory is available otherwise the Fallback pattern will be used. Transparency needs TRUECOLOR screens, but it can work on low-color views too, i haven't tested it very much.

changings in 0.59:

in previous versions checking the Transparent flag disables imaged backgrounds and makes Layers transparent since 0.59 you must select an Empty Background for this or set the Transparent value to 100%, using a image and the Transparency flag the selected background-image will be mixed with the content of the layer-background with a specific ratio (0-100%) and then used. (0% -> only the image will be used, 100% -> only the background of the Layer will be used (= as before), 50% halve/halve) the ratio will only be used if a background image is selected and the transparent flag is enabled. Also the tint will only be used for unimaged-backgrounds. Note: Sometimes changing parameters seems to have no effect, in this case try to reopen the layer this should work.

1.21 Others

Others

to copy/move data from a filesystem to another, first select the sourcepath with "filesystem/copy" go to the destination and select "paste or move". If your source is a drawer you have to select further if you want only to copy the contents or make a drawer named as your sourcedrawer and then copy the content to this drawer.

Copy could be also done by drag&drop a source (filesystem) to a destination layer!

to delete data, select it and choose filesystem/delete.

note: you first should play with the filesystem commands to get knowledge how they work. Use unimportant data to do this.

I'M NOT LIABLE FOR ANY DAMAGES ON YOUR HARD/SOFTWARE USING AMISTART!

Parameters that couldn't be setup in the properties:

you could setup a value for the space between items in a Layer in the prefs file, to do this change the SPACE parameter.

1.22 Modules

External Modules (since 0.59)

in Version 0.59 or newer AmiStart handles external modules (plugins) ←
 for Layers, modules ←
 could display (screens, windows tasks ...).

The AmiStart package includes a sample module called showwindows. ←
 module in the ModuleSDK.lha archive, you ←
 can get a description of this module after installing it (see below) ←
 and choosing it.

either copy the xyz.module/info file into the modules directory where ←
 AmiStart is installed or in the modules ←
 directory inside the DATAPATH defined with the DATAPATH ←
 ToolType ←
 , or read the doc for this module to ←
 learn how to install it.

Normally modules needs icons to display their items, these are by ←
 default the module info files distributed with ←
 the module. For example a module named showwindows.module should have ←
 the icon showwindows.info in the ←
 modules directory.

after installing a module and restarting AmiStart!!! (note Modules are ←
 libraries and therefore resistant, so ←
 you need to reboot, or using "avail flush" in the shell before ←
 updating a module version), you can setup the module, ←
 to do this act like adding all ←
 commands ←
 to AmiStart, see above. Set the commands cycle bar to external ←
 and ←
 choose the module in the module list. The config string is described ←
 in the module documentation.

if AmiStart finds any modules in the modules directory a new command ←
 appears in the commands cycle bar, ←
 else this point does not appear.

1.23 AREXX

AREXX:

AREXX-PORT-NAME: "AMISTART"

AREXX-COMMANDS:

Commands and Keywords are Case-Sensitive

All parameters like values and strings must be quoted by ""

[] are optional parameters

OPENSHPES NAME="Name of Layer" (since Version 0.63)
tries to open the named Shapes Layer

CLOSESHAPES NAME="Name of Layer" (since Version 0.63)
tries to close the named Shapes Layer

CHANGESHAPECONTENT NAME="Name of the Shape Layer" ID="ID of shape" ↔
CONTENT="Text to display"
changes the Text of a Text Shape

NAME Name of the Layer the Shape belongs to
ID an 32 Bit ID to specify the shape (specified in the ↔
Shape Editor)
CONTENT Text to be used

CHANGESHAPEIMAGE NAME="Name of the Shape Layer" ID="ID of shape" IMAGE ↔
="Image to display"
changes the Image of a Shape

NAME Name of the Layer the Shape belongs to
ID an 32 Bit ID to specify the shape (specified in the ↔
Shape Editor)
IMAGE name of the new Image (not the path, coz all images ↔
must be content of the images drawer)
this Image will only be changed temporary!, this meant ↔
it won't be saved

SAVE
save Preferences under the name defined in the
ToolTypes
(defaults to "sm.prefs")

ADDTOOL [NOSTRING] [TEMP] NAME="Title" [ICON="info-file"] [DIR=" ↔
Directory to insert item"] [ARG="argument"] [APPARG="aparg"] [↔
EXECMODE="mode"] [LSPACE="value"] [RSPACE="value"] [FILE=" ↔
application"]
adds an item to the startmenu or to the TaskBar

NOSTRING hide Label
TEMP only a temporary item, this item can be used as normal ↔
items, but will not be saved
you can use this to display states (for Example)
NAME the label of this item
ICON the icon file
FILE the application itself
DIR where the item should be inserted (not the title of ↔
the Directory)
without this parameter the application will be ↔
inserted in the "ROOT" directory
(should be the Programms Directory), if it is not ↔
possible in the "MAIN" directory
(the directory which pops up by clicking on the start ↔
button/HOTKEY).
(the "MAIN" directory can not be removed)
ARG the normal argument string

APPARG the application argument string
 EXECMODE the Execute mode for the application, posible values ←
 are
 0 = Workbench (default)
 1 = Shell start
 2 = Script
 3 = AREXX Script
 4 = AREXX Command
 L/RSPACE the left/right space for this item (range from -3 upto ←
 ...)

 you could add items to the TaskBar by using the TASKBAR ←
 directory..

CHANGEIMAGE NAME="Title" DIR="Directory where to change the item" [←
 ICON="info-file"] [ARG="argument"] [APPARG="aparg"] [EXECMODE="mode ←
 "] [FILE="application"]
 changes an item on the TaskBar or in the Laves

NAME the label of the item to change
 DIR where the item should be changed (not the title of the ←
 Directory)
 ICON the new icon file, you should select an icon with the ←
 same size as the replaced, this
 will prevent layout recalculations, but you can also ←
 use bigger/lower icons.
 FILE the new application
 ARG the new normal argument string
 APPARG the new application argument string
 EXECMODE the new Execute mode for the application, posible ←
 values are
 0 = Workbench (default)
 1 = Shell start
 2 = Script
 3 = AREXX Script
 4 = AREXX Command

REMTTOOL NAME="Title" DIR="Dir where item should be removed"
 remove an item from the TaskBar or from the Layers

NAME the label of the item
 DIR from where the item should be removed (not the title ←
 of the Directory)

1.24 Bugs

Bugs:

If your apps didn't launch (esp. using OS3.5/9 and Opus MagII) try to use ←
 the

USEWBSTART
 ToolType

Caching FileSystems (icons) uses a very simple algorithm, this means the cache would never be cleaned up so it could cost much memory by entering lots of directories.

Sometimes AmiStart doesn't seem to react on keys (don't know why, but that's not a fatal error, in this case move the mouse on an open layer (don't click), so the keyboard support works again).
(NOTE: AmiStart needs that its windows are activated to support keyboard control, tools like MCP could cause errors. (you should not use options like ActivateWindow))

Changing various parameters doesn't seem to work properly, this is only while the setup window is alive.
Close the setup-window (and all Layers) and all works fine (especially FileSystems needs to close the Setup-window first).

The direct commodities support needs some private (undocumented) functions /structures from the commodities library, there is no guarantee that it'll work on future os versions.

Transparency needs much memory while layers are alive, further they could be very slow. Using this feature on scrollable layers (Filesystems for example (but Application Directories are scrollable as well)) is not recommended because this scrolls the background as normal patterns do.
NOTE: it isn't possible to do fixed backgrounds.

Parts of icons could have a bad background.

Doing filesystem actions like copy/move/delete is your own risk, this functions were not well tested.
it could be useful to rise the stack for these commands, coz they use recursivity to go through the filesystem structure.

Note using 256 color workbench screens:

The following words are for users of 256 color workbenches. I could not confirm if this is a general problem, or if this is only one of my machines using Picasso96.
Here it seems that AmiStart won't run correctly on 256 Color screens, I cannot figure out why this happens but it only appears on 256 color views not on 128 or less.
There is nothing in AS which has the effect to act so, but on 256 color views something starts to remap pens while AS is running, this happens independent if you use AGA or a GFX-Card.

Note for users of the USEICONOBJECT
ToolType

(Scalos users):

There is a masking problem by using AS with AGA workbenches, that's not a crash problem. So you don't should use AS with iconobject datatypes (libraries) on AGA wb-screens.

I Think this should not be a problem, coz AGA is outdated.

Using the FORCEREFRESH

ToolType

gives no guarentee that the redrawn Layers are displayed correct under any circumstances. This is not ever valid if more layers are ← opened, coz for especially Transparency AmiStart needs to read the background before ← opening a Layer, Layers are redrawn from left to right, so if a Layer in a more left ← position will be redrawn some incorrect if its contentpane grows.

More weighty are not known yet.

Send me an mail if you find more, in this case note your configuration:

- your os version
- are you using workbench replacement tools (dopus/scalos)
- processor (if < 020, i compiled AmiStart for 020 and above)
- do you use a gfx-card or the old chipset, (most things in amistart ← are optimized for true-color, it must run on aga/ecs but if there are graphical trash on your non- ← true/hi-color screen i propably never fix this, coz aga/ecs is outdated).
- patches

Note: If you have graphical trash (f.e. icons are bad or not displayed, ← try first the NOMASK

ToolType

, and

or the MAPPED

ToolType

. Mail me the result of this try.

Note: AmiStart isn't a low-config-computer-application.

1.25 Performance

Performance:

loading different icons is very slow, so you should decide to use default ← icons for filesystems, which contains masses of entries this also consumes much less of memory, ← because this icons are only loaded one time instead of loading each icon by using ORGICONS. So projectdata like images/music should be loaded through ← AMISTART_DEFAULTTOOL instead by for example (deficons) DEFAULTTOOL.

1.26 Thanks

Thanks:

special thanks must go to (order of appearance is random and does not say ↔ anything):

Martin Mason Merz.	for the beautiful Artwork (icons and buttons).
Richard Kapp (GfxBase) AS.	for ideas and nice ideas, his work to introduce ↔
Stefan Stuntz	for his genius MUI (the very best Layout engine, ↔ how Amiga can support the ugly Reaction :-())
Timm S. Müller	for the guigfx.library
Emiliano Esposito	for Beta-testing
Nicolaos Damilakis	very lot of ideas.
John Wasilewski	for Beta-testing.
Nicholaus Darley Jones	for Beta-testing.
(TLI) Lee	for Beta-testing.
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Grzegorz Kraszweski my Brain	for his nice ttrender.library

Raul Silva,
Juha-Pekka Jokela,
Ciro Scognamiglio,
Marton Dosa,

at last to Amiga, Commodore the authors of WinUAE, AmigaOS

1.27 History

History:

changes since:

Version 0.62:

- added
Shapes
, these are Dockwindows with a fully irregular layout.
- added "confirm Shutdown" switch to the "Global Settings/Misc" ↔
section, if on, you have to confirm
after selecting Shutdown.
- added "confirm Quit" switch to the "Global Settings/Misc" section, ↔
if on, you have to confirm
after selecting Quit.
- added "default Directory Tool" to the "Global Settings/Misc" section ↔
, this will be launched if the
user clicks a drawer within a FileSystem, you can use it to open ↔
directories on the Workbench.

- You can use the sequence "{f}" to get the name of the directory the user selected. For example
 a tool named "OpenWBDrawer" could be used the following way: default
 Directory Tool="OpenWBDrawer {f}"
- added Fontselector for the Bubbles in "Global Settings/Misc"
 - fixed some bad "are you sure to remove..." requests
 - added "leave first quadratic" switch to "Global Settings/Misc", to let the up/down Edges quadratic in the first Layer.
 - added
 - DIRSPACE
 - ToolType
 - added some new
 - AREXX
 - Commands and PARAMETERS
 - added a new alternative fast painted Logo
 - fixed bubble bug (i hope so)

Version 0.61:

- code reworked to be compilable with gcc
 - added partial TaskBar switch (see TaskBar)
 - added Taskbar on Top switch (see TaskBar)
 - added Hotkey Support for Commands (see Add Commands)
 - added new launching modes for the Execute Command (see Add Commands)
 - added new d&d mode.
 - added "close on click" switch in "global settings/misc", this closes all Layers if a click is registered outside AS areas.
 - removed the
 - APPICONQUALIFIER
 - and
 - JUMPQUALIFIER
 ToolTypes, moved them to "Global settings/misc"
 - changed the commands setup window layout.
 - optional use of multicolor buttons in setting windows (see MUI-Buttons)
 - save does not longer reloads any data
 - added "disable arrow" option in TaskBar item setup, (for directories).
 - added space entries for TaskBar items, in combination with the "disable-arrow, disable string and no groupbar" options you could setup now a more flexible AS TaskBar Layout.
 - added a About requester
 - filesystems which doesn't exist will not longer popup a requester "please insert..." they simply shows "not available"
 - added new switch 'rounded Edges' in the 'Global Settings/Misc' section, this will round the Edges of AS Layers, but it will also switch of the borders of them.
-

NOTE: It's not possible to use rounded Edges in the Taskbar of some reasons. ←

- added a new module to the archive, select it to get informations of it

Version 0.60:

- added a little new Tool named stdclock.tool, it's a little low configurable digital clock ←
- toolsetup a bit easier, you can click on the Name to show its Prefs window or on its state to disable/enable it ←
- removed the ToolTypes
 - AUTOACTIVATE TIMEOUT MOREUNSHARP and FORCEREFRESH
 - this poists are now selectable in the Global Settings in the "Misc" section-popup ←
 - look in the ToolTypes section for a description of this stuff
- added Bobbles, they pops up after a defined time (Global Settings/ Misc-popup) ←
- fixed some enforcer hits
- added USEWBSTART
 - ToolType
 - added DEFPREFS
 - ToolType
 - added USETTRENDER
 - ToolType
 - (TrueType support) (needs CGX/P96)
- added a new point in the TaskBar preferences, which disables the Selection border in the TaskBar ←
- added a menupoint to change the appicon behaviour (Edit/AppIcon Mode) ←
 - Edit Mode: is the default mode, all works as before
 - Appicon Mode: dropping wb-items will not add them, but start... them (like pressing the APPICONQUALIFIER before) ←
 - you can add Items in this mode by pressing the APPICONQUALIFIER while dropping a File/ Directory. ←
- Item Setup on the TaskBar does not Refresh the TaskBar under any circumstances, only visual changings will do this. ←
- added "Global settings" in the popup-menu for the StartMenu Layer
- added Spaces entries in the Tools Setup
- restructured the Settings Layout
- some cleanups in the code

Version 0.59:

- removing nondangerous bug in delete filesystem, (deleting a drawer causes amistart to create a so named drawer in the AmiStart install dir). ←
- restructured this documentation
- added some new entries in the global settings (you get by selecting properties on the logo-strip) ←
 - selecting mode (old style, solid, colored transparent, negative)
 - select color (tint/solid)
 - border colors
- added TASKBAR
 - ToolType
 - added APPICONQUALIFIER
 - ToolType

- added new command
- TRASHCAN
- added HELPFILE
- ToolType
- added CX_TASKBARHOTKEY
- ToolType
- added TIMEOUT
- ToolType
- added AUTOACTIVATE
- ToolType
- added
- Tool Support
- Version 0.58:
- spaces in the prefs could be negative now.
- AmiStart is only launchable once now, a second launch will stop ↔
AmiStart
- added CLOCK
- ToolType
 - screennotify again rewritten (should now work)
- added some filesystem action like copy move and delete complete ↔
filesystems (see bugs).
- changed all requesters to use MUI, so they can be controlled by keys
- fixed default-icon path bug (paths must be absolute before)
- added LATELOAD
- ToolType
 - added NOMASK
- ToolType
 - added USEICONOBJECT
- ToolType
 - , (usefull for scalos users, see bugs).
- added popupmenu.library support
- fixed non-gfx-card BUG
- fixed a color bug, so titles are displayed with the selected color
- added INFOMODULE
- ToolType
 - added external module support (section Modules)
- added MOREUNSHARP
- ToolType
 - added NOMASKCHECK
- ToolType
 - added STARTDELAY
- ToolType
 - added FORCEREFRESH
- ToolType
 - transparency in layers also includes Background ↔
images
- added MAPPED
- ToolType
- Version 0.57:
- doc type changed to amigaguide format
- added a empty background hook, layers wouldn't be erased anymore ↔
before a background is painted,
this is a bit faster and Layers doesn't flicker so much if they ↔
appear.
- added FASTSCALE
- ToolType
 - added JUMPQUALIFIER

ToolType

- added NOTOOLTYPES

ToolType

- use my own scaling algorithm, small images looks now ↔ much nicer than the old (guigfx) scaling
- added transparency support for Layers
- leaving the properties, not longer causes Layers to be closed (see ↔ BUGS)
- added a french catalog, done by Eric LUCZYSZYN.
- added a italian catalog, done by Emiliano Esposito
- added a installation script (hope it runs)
- AmiStart now reads the DEFAULTTOOL parameter in the Project icons, ↔ so you can now use deficons to do acions on data files without icons. (jpegs for ↔ example)
- pattern could be now changed randomly.
- you can use a matching pattern in filesystems.
- added AMISTART_DOSPATTERN properties TOOLTYPES for filesystems

Version 0.56

- added
 - ToolType
 - DATAPATH, to enable loading data from other locations
- on >=3.5 Systems wbstart.lib should not be longer needed, clicking on a Directory inside a Filesystem should open this drawer on the WB screen.
- pressing the left mousebutton over a Filesystem item should open the System info-requester for ToolType editing (see bugs).
- filesystem settings can be changed somewhere inside the directory ↔ structure, so you not longer are fixed to use global filesystem settings
- you can set up a default tool for a filesystem drawer
- using alt keys with cursorup/down scrolls multiple entries in ↔ keyboard mode.
- screennotify.library reworked, neverthenlass i cant make it work as ↔ it should.
- new Command COMMODITIES, so Commodities could be handled now direct ↔ by AmiStart
- Sorting the Filesystem contents.
- Escape Key to hide all layers
- Temporary TRANSPARENT
 - ToolType
 - (makes only the StartIcon Transparent, beware this has some restrictions you will see)

Version 0.55

- changing the properties layout
- adding "small FileSystem content" flag in the FileSystem properties, this let the Icons be halvesized independent from the root icon.
- adding a simple caching mechanism for filesystems, visiting same directorys a 2nd time is now much faster now
- changing the Start-icon bordering from double to single border.
- addign NOBORDER
 - ToolType
 - , to get the StartIcon unbordered
- added FileSystems now uses the right icon file (disk.info) by ↔ default

- most actions not causes AmiStart to close all layers anymore (delete ↵, add, drag&drop) only changing setting does.
- removing of unempty directorys (please rise stack size in the ↵ AmiStart icon)
- adding Background Support
- changing Icon Handling (needs to be done to make icons Transparent ↵ on Backgrounds)
- titles could be shadowed now.

Version 0.54

- color of titles could be changed (value could be different by ↵ selected colors).
- show only files with icons should now run correct.
- using Memory-pools for strings and structures inside the code, this ↵ prevents memory fragmentation.
- adding support for the icon.library version 44, so AmiStart should ↵ now run correct with OS3.5/3.9
- directorypopup disapears by doubleclick

Version 0.53

- fixed some bugs (in previous versions dropping same drawers as ↵ application drawers causes, that all this drawers contains the same data)
- scrolling should cause no layout errors anymore
- screennotify handling rewritten, (on std. workbench it seems to run ↵ ok, but on dopus i notice problems but it seems that the screennotify.library is ↵ faulty because the same error apears on the demo prog on my computer)
- added a german catalog and a catalog description file

Version 0.52 (not released)

- added hidden mode (see ToolTypes description)

Version 0.51 (not released)

- added keyboard support
- removing some little bugs

Version 0.5 (first released)

- drag&drop handling in now more tolerant
 - small icons are displayed now correct
 - mui setup is now working by dropping items on the gadgets correctly (↵ before you need to press return in the strings)
 - arrow space is now added only if arrows are needed
 - removing items now causes a confirm requester
 - arrows are now updated correctly
 - changing the font recalculates all layers (leave the prefs for ↵ correct display)
 - changing flags in the setup works now correct
 - you not longer need to select an item before clicking on the logo to ↵ setup default
-

values
 - adding LOADALWAYS (reload icon everytime) flag, icons with this flag ←
 set are
 loaded/reloaded everytime the directory appears, so they are load ←
 first if you
 select a directory (like all icons in a filesystem)

1.28 Last words

Last Words:

coz AmiStart is a (new) application there is no icon available for it, so ←
 if you could do it
 (the icon itself and one for the starticon) in the great glow-icon style, ←
 it would be nice
 to send me them. Better you make a clockable starticon.

1.29 Contact

Contact:

Darius Brewka
 d.brewka@freenet.de

1.30 Pattern Selector

You can choose your pattern here, use "----" for an empty pattern or a number ←
 for a specific
 Pattern, using RND changes the pattern randomly (not in the TaskBar) each time ←
 the Layer is
 reopened (only defined pattern are used).

1.31 Pattern should be transparent

clearing this Flag lets the background image only be opaque, setting this flag ←
 will mix the background image
 with the Screen background.

1.32 Pattern mixing ratio

setting the transparency Flag AmiStart will mix the Pattern selected by the ←
 Cycle Bar with the Layer background
 using a specific ratio. 0% is the same as disabling the transparency Flag 100% ←
 only displays the
 Screen background without displaying the Pattern.

1.33 Tint for Layers

backgroundless transparent Windows will be tinted with this Color

1.34 Tint for the TaskBar

the TaskBar will be tinted with this Color, regardless if you use backgrounds.

1.35 selection Style

You can select how to highlight selected items:

- old Style, is the old AmiStart style to highlight selected items by drawing a border around them ↔
- solid, draws a block with the bar color behind them
- colored, transparent, draws a transparent, bar color tinted block behind them ↔
- negative, negates the background of items

1.36 not render Backgrounds

this flag tells AmiStart to disable all rendering steps, you will get a real Transparent background ↔
without "effects" like unsharp tint...

1.37 remove the TaskBar borders

using this you will get a TaskBar without any borders.

1.38 stretch Images

by default AmiStart tiles all images (always in normal Layers), but in the Taskbar you can tell AmiStart to resize your Image to fit the TaskBar. ↔

1.39 use Backdrop windows for the TaskBar

set the Backdrop Flag in the Windows structure, the result is you will get a Backdrop Taskbar, ↔
it cannot be brought to the front (depth arranged)

1.40 commands

you can see here all defined "open with" commands, you can change their ↔
positions by drag&drop, to change a command
simply select it and change it's parameters below

1.41 launch mode

you can tell AmiStart to launch your tool per Workbench-startup by setting ↔
this flag, otherwise the tool will be started
with the run command
