

Default

COLLABORATORS

	<i>TITLE :</i> Default		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Default	1
1.1	Pixload Documentation	1
1.2	description	1
1.3	installation	2
1.4	configuration	2
1.5	authors	3
1.6	distribution	3
1.7	tests	3
1.8	future	4
1.9	error	4

Chapter 1

Default

1.1 Pixload Documentation

Pixload (version 2.2)
(by Pixel Art Asc.)

DESCRIPTION
INSTALLATION
CONFIGURATION
ERROR
TESTS
AUTHORS
DISTRIBUTION
FUTURE

1.2 description

DESCRIPTION :

This little "bar" allows to you load any program or script by one click on icon
A bubble help tells you the name of loaded program. Two another help files (HTML ↔
and PDF)
are available at www.pixel-art.fr.st.

NEWS :

- sound level can be modified and saved

WHAT'S :

It is a borderless window with buttons including IFF pictures. Each click on a button, loads a command line which loads a program and also by drag and drop. It was made in AREXX, RXMUI and MUI for graphic part. You can modify everything (colors, aspect, etc...from the Pixload contextual menu).

1.3 installation

INSTALLATION :

Click on "Install-Pixload" (you must have INSTALLER in your C folder)

You must install BEFORE ! :

- MUI (version 3.8)
- RXMUI (version 28.x or more ONLY - [Http://web.tiscalinet.it/amiga/rxmui](http://web.tiscalinet.it/amiga/rxmui))
- REXXMAST (in your system folder from Workbench)

1.4 configuration

CONFIGURATION :

There are some parameters to configure :

- Icons (IFF Pictures in Pixload/icones folder). First color of each icon will be TRANSPARENT !!!
- MUI (look at documentation). You can configure MUI from Pixload contextual menu : MUI settings.
Prefs files (Pixload.1.prefs and Pixload-prefs.1.prefs) are located at SYS: prefs/env-archive/mui and RAM:Env/mui
- The Pixload from Pixload-Prefs, which loads the configuration program (look at help bubble)
- click on Pixload.prefs in the Prefs folder and choose :
 - if you want to display Pixload horizontally or vertically (horizontally by default)
 - if you want sound or not
 - sound level (%)
 - numbers of enabled icons (15 by default, but if you choose 10, the five latest icons will be saved but disabled)

- size of icons (%)
- name and path for each programs used by drag and drop for reading text, picture and music module
- for each line, path and name of programs and bubble help content.
- sounds for each programs launched (listen to it !!)

Graphic interface from MUI, is available from the Pixload contextual menu.

N.B : If you drag and drop file on 1st, 2nd or 3rd icon, program linked to this icon will be launch and your file. A popup window with the linked program bold name will be displayed.

By example : Drag and drop a text file on 3rd icon will load EDITPAD and your file.

If you drag and drop this icon anywhere else on Pixload bar, there will be a file type auto detection and, from your settings, a text viewer will be load, otherwise it will be Multiview. A popup window with a file type detected will be displayed in bold.

If you drag and drop this file of a removable disk (CD Rom, Zip, etc), it will be ejected

By default, Pixload analyses some file types (thanks to Filetypes file in S folder) but it only reacts for :

GIF, JPEG, PNG, PSD, 8SVX, IFF, ILBM, ILBM24, REXX, Text, Mod, Mods, Modules, MP3

You must have all datatypes for each file types listed above in Devs/datatypes and Classes.

For reading MP3 files, OS 3.9 is required because Amplifier is used for this.

1.5 authors

AUTHORS :

It was made in Arexx and RXMUI by PIXEL ART - [Http://www.Pixel-Art.fr.st](http://www.Pixel-Art.fr.st)
Rmxui was made by Alfonso Ranieri - [Http://web.tiscalinet.it/amiga](http://web.tiscalinet.it/amiga)
(Thanks to Polymère, Bernd Gollesch and also Alfonso Ranieri)

1.6 distribution

DISTRIBUTION :

FREWARE

1.7 tests

TESTS :

- A1260, Rom 3.1, OS 3.9, graphic card under Picasso96, screen in 1024x768 16 ↔ bits
- A1260, Rom 3.1, OS 3.9, (BB 2), graphic card / Picasso96, 800x600 24 bits ↔ screen
- A1400, Rom 3.1, OS 3.9, graphic card under Cybergraphx V4, screen in 1120x832 ↔ 16 bits

Thanks to Triple A, Mr Halvadjian, and Adelphe Bachelet, Nicolas Det

1.8 future

FUTURE :

- Yours suggests

1.9 error

ERROR :

If you have got this message : "insufficient memory", it means that you have got ↔ an old RXMUI version.
An update is available at : <http://web.tiscalinet.it/amiga/rxmui>
