# Startup-Menu

Lee Kindness

| COLLABORATORS | | | |
| --- | --- | --- | --- |
| | *TITLE* :<br><br>Startup-Menu | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | Lee Kindness | September 19, 2022 | |

| REVISION HISTORY | | | |
| --- | --- | --- | --- |
| NUMBER | DATE | DESCRIPTION | NAME |
| | | | |

# Contents

# Chapter 1

# Startup-Menu

## 1.1   Startup-Menu documentation

Documentation for Startup-Menu version 1.39 ©1994 Lee Kindness

```
Foreword
: introducion + features

Installation
: how to setup the program

Using the preference editor
: how to make a prefs file

Usage
: Using the program

Thanks
: acknowledgments

Version history
: how the program has evolved

Waffle
: contact and registration
```

## 1.2   Foreword... yawn

```
Features
~~~~~~~~
```

 Startup-Menu is a menu which appears on start-up giving the user a choice
of which startup-sequence to follow/command to run.

    - The menu can have any number of gadgets, limited only by the
      screenmode used and hardware, I've had 800+!

- Can Display some [comic] phrases while it is running.
- Rexx. Can send user specified ARexx commands on startup, exit and when
  a gadget is pressed.
- Opens on a user specified screenmode, with a user specified palette.
- Can disable click of all floppy drives and various other system options.
- Can pop up only if a certain qualifier is depressed.
- Shows System time and free memory.
- The menu can stay active after a command has been launched or it can
  quit.
- A file can be displayed on the menu background, be it a picture, text
  or sound (even animations, movies and songs with WB 3.1). Requires
  WB 3.
- ... more, more, more

       STARTUP-MENU REQUIRES KICKSTART 2 (V36) OR GREATER

## 1.3  Installation

         The included C= Install script should be used to install SM. This ←
           script

will copy :

    the main program to C:
    the preference editor to SYS:Prefs/

        Reqtools.library
        to LIBS:
    some example scripts to S:
    some example ARexx scripts to S:
    a example prefs file to S:
    a
        new startup-sequence
        to S:

These files will be copied only after confirmation.

 This installation renames your old startup-sequence to "Startup-sequence.SMOLD"
only after confirmation. OK everyone panic, startup-sequence, alert, ALERT.
A lot of people preach that the startup-sequence should not be touched and
that the user-startup should be used instead – fine if you only want one
environment. However SM requires a custom startup-sequence so that it can
control which script is executed and ultimately which startup-sequence is
followed. Things are not all bad though, as one of SM options you can put your
old startup-sequence in, it is all calm again. If you have any major hassles
about altering your startup-sequence or are not competent with the Amiga then
please do not install Startup-menu...

... Why not install SM, try it out and then use the remove script if you are
unhappy?

## 1.4  Your clean new startup-sequence

The startup-sequence installed depends on your WB version.
The new startup-sequence for WB3-> is :

```
;*********** start
; Customised startup-sequence for Startup-menu (OS3)

C:SetPatch QUIET                        ; Patch some bugs
C:Assign >NIL: ENV: RAM:                ; Assign ENV:, Diskfont library requires  ←
    this
C:Assign >NIL: T: RAM:
C:Assign >NIL: LIBS: SYS:Classes ADD  ; So Datatypes are available

IF EXISTS DEVS:Monitors                 ; Active all monitors
 IF EXISTS DEVS:Monitors/VGAOnly        ; so that you can get any screenmode
  DEVS:Monitors/VGAOnly
 EndIF
 C:List >NIL: DEVS:Monitors/~(#?.info|VGAOnly) TO T:M LFORMAT "DEVS:Monitors/%s"
 Execute T:M
 C:Delete >NIL: T:M
EndIF

Failat 20
C:Startup-Menu                          ; 'execute' SM
IF WARN
 execute >NIL: S:Startup-sequence.SMOLD  ; what to execute if an error occurs
ENDIF
endcli >NIL:

;*********** end
```

The new startup-sequence for WB2/2.1 is :

```
;*********** start
; Customised startup-sequence for Startup-menu (OS2)

C:SetPatch QUIET                        ; Patch some bugs
C:Assign >NIL: ENV: RAM:                ; Assign ENV:, Diskfont library requires  ←
    this
C:Assign >NIL: T: RAM:

if exists sys:Monitors                  ; Active all monitors
    join >NIL: sys:monitors/~(#?.info) as t:mon-start
    execute t:mon-start                 ; so that you can get any screenmode
    delete >NIL: t:mon-start
endif

Failat 20
C:Startup-Menu                          ; 'execute' SM
IF WARN
 execute >NIL: S:Startup-sequence.SMOLD  ; what to execute if an error occurs
ENDIF
endcli >NIL:

;*********** end
```

## 1.5   Getting it together

SM requires a preference file in order to work. This file is  ←
                created by
SMPrefs. With SMPrefs you create a list of gadgets that will be
present on the menu at startup. The main window contains the following
gadgets:

A
                listview
                showing all current menu buttons. Double clicking
this allows the options of a button to be altered.

List manipulation gadgets:

                Top

                Up

                Down

                Bottom

                Sort

                New

                Remove

                Copy
              The listview to the right of the window lets you select which  ←
                group of
settings you wish to alter. Double clicking on the desired option will
allow you to change the settings. A new window will normally be brought
up. The current groups of settings are:

                Screen & Window

                ScreenMode

                Font

                Scroll Font

                Palette

                Titles

                ARexx

                System Settings

                Qualifiers
              Preference file gadgets:

```
               Save

               Cancel
               The editor also has the following menus :

 Project

               Open...    |Æ| O

               Save as... |Æ| A

               Test
                ================

               About
                ================

               Quit       |Æ| Q
               Edit

               Reset To Defaults |Æ| O

               Restore           |Æ| N
                                 >> Try out the preference editor <<
```

## 1.6   Reset To Defaults

```
 Resets all preferences to their default values and clears the list.
```

## 1.7   System options

```
brings up a window from which the following may be toggled from:

 No drive click : Disables drive click if checked

 WildStar : Allows the use of * as a synomyn for #? in pattern matching.

 Shanghai windows : All windows that don't specify a screen to open on are
 opened on the default public screen and not the workbench screen (NOTE
 that workbench is the default public screen by default).

 Screen to front : When a new window is open the screen it is opening on is
 brought to the front if checked.

 Flush memory : If selected then the menory will be flushed after the menu
 quits. This can free memory that is used for fonts and other resident files.
```

## 1.8   Screen Type

If the checkbox marked "Phrases" is ticked then  phrases  will be scrolled
along the foot of the menu.

 The "Across" gadget specifies how many buttons wide the menu will be, the
corresponding height is shown in the "Down" gadget.

 The "Wait" gedget specifies the amount of time (seconds) that the menu
will wait until quiting. This can be used to execute a default
Startup-sequence after a period of time, eg in your ss:

```
Failat 21
C:Startup-Menu
IF WARN
 execute >NIL: S:Startup-sequence.SMOLD  ; default SS
ENDIF
```

NB:
The time is only recorded when the menu window is active. A value of 0
disables this function.

 The "Screen" cycle gadget lets you choose the basic layout of the screen.
The following are possible:

 RAM + Time : Free RAM and the current time is shown on the menu.

 Backdrop Window : The menu is one of Intuition's special backdrop windows.

 Normal : Eh, kinda normal, bog-standard old SM look.

 Display File : A file will be shown behind the menu. the file to be
 displayed is shown in the "File" gadget, you can use "^" to get a file
 requester. When "Ok" is selected this file  will be loaded and if the
 Screen, width height or number of colours it requires are different than
 the current preferences then the preferences will be changed to match
 those of the file.  The "Play Immediately" and "Repeat Playing" gadgets
 specify if the object will start to play immediately if if the playing is
 to loop. These options require V40 (3.1) of Workbench.


## 1.9  Flush Memory

 If selected startup-menu flushes the memory to free memory that may have
been used by fonts and libraries.


## 1.10  Qualifiers

 Brings up a window which contains a number of checkmark gadgets. Each gadget
represents a key/qualifier on the Amiga keyboard or mouse. The menu will only
appear if the selected qualifiers are active when Startup-menu is launched.
If they are not present then SM will quit with return code 10, this can make
a default startup-sequence be used unless the qualifier is active, eg:

```
Failat 21
C:Startup-Menu
IF WARN
 execute >NIL: S:Startup-sequence.SMOLD  ; default SS
ENDIF
```

If the "Applicability" is set to "All" then every selected qualifier must be pressed. However if it is set to "One" then only one (or more) must be pressed.

## 1.11 Restore

Restore the preference settings to their state when the program was loaded.

## 1.12 Top

Moves the currently selected item in the list to the top.

## 1.13 Up

Moves the currently selected item in the list up one place.

## 1.14 Down

Moves the currently selected item in the list down one place.

## 1.15 Bottom

Moves the currently selected item in the list to the bottom.

## 1.16 Bubble bobble Sort

Sorts the list into ascending alphabetical order.

## 1.17 New

Creates a new item in the list. This item becomes the current item

## 1.18   Move it out... Get out of here

Removes the current item from the list.


## 1.19   Clone drone

Copies the selected item.


## 1.20   Gadget List

                Each item in this list represents a button on the resulting menu  ←
                   created
by SM. Double clicking on an item brings up a window with the following
gadgets:


            Gadget Text

            Directory

            Command

            Key

            Asynchronous

            Priority

            Stack

            Input/Output

            ARexx Command

            ARexx Port

            New Shell

            From

            Window

            Quit after

            OK

            Cancel
            With these gadgets/options it is possible to to have a number of  ←
                   different
types of button on the menu:

 1. COMMAND BUTTON. Launches the command in the

```
                  Command
                   gadget, and can
optionally send an ARexx command (
                  ARexx Command
                   gadget) to the port
in the
                  ARexx Port
                   gadget. Can also create a new Shell (using
                  New Shell
                  and
                  From
                   gadgets).
```

 2. AREXX BUTTON. Sends an ARexx command, specified in the
```
                  ARexx Command
                  gadget, to the port of a program whose Arexx port name is  ←
                      specified in the

                  ARexx Port
                   gadget. Can also create a new Shell (using
                  New Shell
                  and
                  From
                   gadgets).
                  Directory
                   and
                  Command
                   should be left empty.
```

 3. NEWSHELL BUTTON. Creates a new Shell. The file specified in the
```
                  From
                  gadget is used as the FROM file for the Shell. Can optionally send ←
                      an ARexx
command (
                  ARexx Command
                   gadget) to the port in the
                  ARexx Port
                   gadget.

                  Directory
                   and
                  Command
                   should be left empty.
```

 4. COMMENT BUTTON. Used as a comment on the created menu. A recessed bevel-
box is created rather than a gadget. The
```
                  Command
                   gadget should contain
'Comment'.
```

NB: Pressing the close gadget on any of the windows is equivelent to
selecting Cancel.


## 1.21  ASynch

determine if program is launched synchronously or asynchronously. Equivalent
to run'ing the command is it is checked. If checked there will be very little
time between the gadgets ARexx command and the exit ARexx command.

## 1.22  New Shell

If selected a new Shell will be created after the command is executed.

## 1.23  From

Specifies the FROM script file for the new shell.

## 1.24  Window

Specifies the window of the new shell.

## 1.25  Quit after

If selected the menu will quit after this button is pressed.

## 1.26  Priority

Use to set the priority that the command will be launched at.

## 1.27  Stack

Specifies the stack size of the launched command.

## 1.28  Input/Output

Where any input or output from the command will go. Defaults to an AUTOCON.

## 1.29  Gadget text

The text entered into this gadget will be shown on the corresponding button
on the menu.

## 1.30   Directory

The directory/path that the command is to be located in. This will be made
the current directory before the command is launched.


## 1.31   Command

The command entered into this gadget will be launched by SM when the you
select the corresponding button on the menu. A command of "Comment" or "None"
will create a comment box, this box will be a recessed bevelbox and not a
button on the menu. The "Command" and "Directory" gadgets can be filled in
using a file requester which is accessed by the "^" button.


## 1.32   I have the key, I have the secret

Denotes the key equivalent for this gadget. All entries are converted into
upper case.


## 1.33   Hokay

Returns to the main window, accepting changes.


## 1.34   Cancel

Returns to the main window, rejecting changes


## 1.35   Screen

Brings up a screenmode requester. The mode picked from this requestor will be
used by the screen that the menu opens on. This mode must be available at
boot-time, i.e. execute the corresponding monitor file before running SM.
(This is done by the supplied startup-sequence)


## 1.36   Font

Activates requester from which the font used in the menu can be picked,
along with its style and size.

## 1.37   Scroll Font

Activates requester from which the font used in the menu for the
scrolling text can be picked, along with its style and size.

## 1.38   Those nice colours

A screen is created, from which you can alter the palette that the menu
screen will have.

## 1.39   Slag people off with your titles...

Two string gadgets will pop-up. The text entered into these will be shown
on the window and screen titlebars.

## 1.40   Save for prosperity

Saves the preference file as 'S:Startup-Menu.prefs' and exits the program.

## 1.41   Save for another day

Requester allowing user to save a preference file elsewhere.

## 1.42   ?????????????????????????????????????????????????????????

Some information!!!

## 1.43   Knock knock, open up

Requester allowing the user to load in a new preference file.

## 1.44   Shake, shake let me out

Exits the program without saving the preference file.

## 1.45   ARexx

Send ARexx commands

Initial ARexx command

Initial ARexx Port

Precmd ARexx command

Precmd ARexx port

Exit ARexx command

Exit ARexx port

OK

Cancel

## 1.46   Send Arexx Commands¿?

 This checkbox togles if ARexx commands are to be sent. When unselected all
gadgets below it are disabled along with the ARexx gadgets in the gadget
edit window. Not selecting to send ARexx messages will speed up your startup.

## 1.47   Initial Command

The ARexx command that will be executed on initilisation is  ←
    entered into this
gadget.

ARexx Support

## 1.48   Exit Command

The ARexx command that will be executed on exit is entered into  ←
    this gadget.

ARexx Support

## 1.49   Precommand Command

This ARexx command will be executed when a gadget is pressed only ←
if the
gadget quits after being pressed.
 I use this to set the default public screen back to Workbench. The default
public screen was set by Publican in the initial ARexx command to SUPMENU,
thus all windows that open while the menu is active open on the menus
screen.

ARexx Support


## 1.50   Rexx Command

The ARexx command that will be executed when this gadget is  ←
selected.

ARexx Support


## 1.51   Rexx Port

The ARexx Message port that the corresponding command will be  ←
sent to.

ARexx Support


## 1.52   Test

Launches Startup-Menu in test mode. This allows the testing of colours, Rexx
commands, keyboard shortcuts and gadget placement (across/down). The command
is not launched on exit


## 1.53   Usage

Once the program is installed and SMPrefs has been used to build  ←
up a

preference file
the menu will appear every time the
computer is rebooted.

 Startup-Menu has a number of additional options which cannot be altered
from SMPrefs. These are entered as
program arguments
and are
normally not required.

ARexx
~~~~~

The program can send an ARexx command on four occasions, startup, exit,
just before a command and when a command is selected. By default all these
commands are sent to the port 'PLAY', the ARexx port of
                 Upd
                 , a
sample player. The default commands are :

  on startup         :    id SM_INIT
  precommand         :    id SM_PRECMD
  on choice          :    id SM_CHOICE
  on exit            :    id SM_EXIT


 Three of these are globally defined in the preference while while the choice
command is set for each buton on the menu.

If you are going to use Upd then these ids should be defined in the file
 S:Upd.ids  to relevent samples.

 If you wish to run an ARexx script then use REXX as the portname and the
path and name of the script as the command. Two example scripts should be included
in the distribution. One script is a initilisation script and the other is an
exit script. They allow a OctaMED module to be played while the menu is active.
See the scripts for more information.

NB:
 RexxMast must be active for ARexx commands to operate.

Public Screen
~~~~~~~~~~~~~~
  Startup-Menu opens a public screen. Its name is "SUPMENU" (without ").
This screen is valid before the initial ARexx command and after the final
ARexx command, so it may be used by programs (causing the workbench
screen not to be opened).

Phrases
~~~~~~~
 The program scrolls a selection of comments along the bottom of the menu.
These comments are picked randomly from a selected file. All files that
match the wildcard S:SM/#?.WIT can be chosen from. Therefore to add your own
phrases you can
      - add it to the end of the existing phrases
        ( SM_1.WIT ,  SM_2.WIT  and  Smiley.WIT )
      - create a new file which contains the new phrases and is stored in
        S:SM/ and has an extension of .WIT
 Smiley.WIT contains over 765 smileys and descriptions for each.
 The phrase files may have comments in them, these are marked by  ";" or
"##" at the start of line. For example:

; This is a comment
## This is another
#-) this is not a comment

NB:
 Only a max. of 10 .WIT files are used.

## 1.54   Program Arguments

                    Startup-Menu PREFSFILE,NOQUAL/S

PREFSFILE :
 Use a preference file other than the default which is S:Startup-menu.prefs.
Enter the name of the required file, eg:

  Startup-Menu S:OtherSMPrefs.Prefs

NOQUAL :
 Force the menu to open even if the
                qualifiers
                 specified in the preference
file are not present. Eg:

  Startup-Menu NOQUAL

## 1.55   Thanks

                Thanks go out to :

  Nico François    : for
                Reqtools.library
                 Stefan Becker    : source for the excellent ToolManager, which  ←
                  was helpful.

  Jonas Petersson  : For Upd. Ideally suits the needs of SM, a sample
   whenever a gadget is pressed, great.

  Gaël Marziou,
  Martin W. Scott  : source for Yak, which was useful.

  Jan Vibe,
  Darren Salt      : for the phrases (SM_1.WIT and SM_2.WIT), these were
   taken from an application on the coverdisk of
                Acorn User
                , RISCOS
   Invaders, so don't blame me if they are crap!

  David W. Sanderson,
  Yves Perrenoud   : for the smileys.

  Adam Kindness,
  Tom Pettigrew,
  Jon Pettigrew    : For [Beta] testing.

  Asher Feldman : I took the idea of having the menu only pop if a
   certain qualifier was depressed from his program Slect (Slect is
   similar to SM, but has a _lot_ less features and is not as flexable
   ... and also SM is not a copy of Slect, I only came across Slect
   in August 94 (on the AUI superdisk [DQua and NewEXT which are
   written by me were also on the disk :-) ])

## 1.56   acorn

 It might of been Archimedes World and not Acorn User, I really don't know.
(still rubbish anyway :->)

## 1.57   Reqtools library

Big thanks to Nico.
Extract from Reqtools documentation :

                    **********************************

                           reqtools.library

                           The requester toolkit.

                           Release 2.1

                           (C) 1991/1992 Nico François

                    **********************************

## 1.58   Program History

                    SM is written using HighSpeed Pascal on an Amiga A1200 with a 120 ←
                        MB HD,
 2+4MB RAM and a 68030 CPU. It has been tested on the previous using
 Enforcer and and on a bog-standard A600.

Revision History
~~~~~~~~~~~~~~~~~
(+ denotes a new feature or change, - a bug fix... loosely)

  1.00  : 5.2.94
    + first public release
    + uses ASL/Reqtools requesters
    + Font sensitive
    + SMPrefs opens on frontmost public screen
    + Works!
    + Memory loss of 1216 bytes by SMPrefs - help!

  1.1 : 6.4.94
    - Fixed memory loss of 1216, forgot to free an AslRequest.
    - Alas another memory hole - 520 lost in Startup-Menu.
    + Split command into directory and command.
    + Added ARexx support.
    + Added phrases scrolling along the menu foot.
    - Cleaned up the GUI.
    + Can now specify size of screen.
    + Removed display of current font on main window.
    - Fixed fatal bug with memory allocation, Remember structure
      was not allocated, it could be overwritten.

```
        + Now uses rtLockWindow() instead of custom function
        + Test... added
        + The gadget attribute gadgets (key, gadget text etc.) are
          now on a separate window which is accessed by double
          clicking on an item on the listview.
        + Window now has zoom gadget, does not flip.
        + Changed info requester, does not contain graphic now and
          is now a Reqtools requester.
        + After using the command requester another now pops up ask
          if you wish to prefix the command.
        + Removed the front public screen crap, SMPrefs now opens
          on the default public screen.
        + Install script does not use GetOption anymore, uses
          standard ask.
        + Source now in archive form.
        + Documentation now in Amigaguide format.

  1.11  : 21.4.94
        - Fixed problem of more than one program loading when a key
          is depressed continually one the menu.
        - Fixed newly discovered problem with AllocRemember(). I was
          allocating memory for the key itself first rather than
          setting it to NIL.
        - Memory loss of 520 still present.

  1.12  : 04.05.94
        + When new selected in preference editor the edit window is
          automatically brought up.
        + Documentation improved, links to commands eg prefs editor.

  1.2 : 09.05.94
        + New options
          1. send no ARexx commands.
          2. display no scrolling text.

  1.3   : 12.05.94
        + SystemTagList() now used to launch command.
        + New Synch gadget to determine if program is launched
          synchronously or asynchronously. Equivalent to run'ing the
          command.
        + Can now specify commands stack size on launch.
        + Priority can now be specified for each command.

  1.4   : 17.05.94
        + SMPrefs now has menus. As a result the gadgets
          'Save as...', '?' and 'Open...' have been removed.
        + 'New' menu item added. Clears current list. When 'Load...'
          is selected with a non-valid filename the program now does
          a DisplayBeep() rather than clearing the listview.
        - List fixed. The names were not being updated correctly after
          editing them.
        + 'Input/Output' added, can now specify where the output from
          a command goes. Defaults to an AUTOCON.
        + SMPrefs window now opens just below the menu bar and 0 left.
        - Close gadget removed from window.
        + On error a message is now displayed via an AUTOCON rather
          than a requester.
```

+ A command of 'none' once again creates a comment.
  Broke somewhere.
+ Startup-menu can now turn off floppy drive clicking on
  startup, 'No click' check box used to specify if this
  is wished.
- Removed requester which poped up afer using 'cmd...'. Was
  redundant now because of 'ASynch'.

1.5   : 18.06.94
- All memory holes blocked!! -- most loss was from
  incorrect usage of AllocRemember()... I was passing a
  pointer to a pointer to a pointer??
- Few Enforcer hits removed (programs now clean to my
  knowlage).
+ Many more system options can now be altered at startup
  (WILDSTAR,POPPUBSCREEN, SHANGHAI) so a new window has
  been added to the prefs editor to hold these options
  in addition to the no drive click option.
+ Backdrop option added.
- Startup-menu now fails if prefs file contains no gadgets.
- Really cleaned up code... as a result program size has
  decreased.
+ ReadArgs() now used by SM to read in options from command
  line.
+ Screen opened now public (SUPMENU).
+/- Lots more I have forgotten.

1.5b  : 23.06.94
> Support file only change.
- Changed docs so that pubscreen feature is now documented
+ Added smiley.WIT
+ Added my setup (My_S.LHA).

1.5c  : 30.06.94
> Support file only change
- Altered install script. It was installing the OS2 sequence
  on OS3 machines and vice-versa.
- Altered documentation.

1.5d  : 14.07.94
> Support file only change
+ Install script now uses CBM installer.
+ Removal script added, SM can now be tested.

1.6   : 22.07.94
+ Shareware now.
+ .WIT files can now have comments (; or ##)
- removed unneeded cd in .WIT handling.
+ .WIT handling much faster (over 800%!). Before the entire
  .WIT file was copied into memory and then phrases were
  picked from it, now only the selected phrases are readin
  using OS functions.

1.7   : 23.07.94
+ Now shows Time and free memory

1.8   : 24.07.94

      − Removed bug when then menu launches a program that does not
        Asynch set in its config. The I/O file handles were not
        being close and as a result memory was being lost.
      − Removed bug when the Time/RAM display was being munged
        as a result of not being totally erased before being
        rewritten.

  1.9 : 28.07.94
      − The menu occasionally vegged with just the screen
        opened when launched. This was due to a partially
        uninitialised tag list being passed to OpenWindow(). Fixed.

  1.10  −|
     |
  1.11  −|− Skipped due to wrong version numbering earlier :−o
     |
  1.12  −|

  1.13  : 01.08.94
      + Added the ability to select the scrolling text font.

  1.14  : 08.08.94
      + Added NewShell after command launch plus FROM to specify
        the from file.
      + Added option to allow the menu not to quit after a
        selection.
      + Qualifiers are now selected from the preference editor.
      + Added Wait option. If after Wait seconds a selection has
        not been made then then menu will quit. Suggestion from
        Deitrich Scheurer.
      − Reworked GUI, on 200 line NTSC screens the bottom was being
        cut off.

  1.15  : 09.08.94
      − Added to documentation to reflect better on the types of
        buttons available on the menu.
      − 'Comment' is now used to specify a comment rather than
        'None'.
      − If "Command" is empty no command is launched.

  1.16  : 11.08.94
      + TEST argument removed and is now part of the prefs file.
      + NOFLUSH argument removed, now specified by "Flush" gadget
        on the GUI.
      + NOQUAL argument added. Forces the menu to open even if
        the qualifiers are not present.
      − If you were removing a key-shortcut from a button so that
        it would have no shortcut the prefs file was being saved
        unchanged. Fixed this.
      − Adjusted sizing of requester gadgets.

  1.17  : 11.08.94
      − Was saving in test mode. Fixed.

  1.18  : 12.08.94
      − Time out is now stopped after a gadget is pressed, even
        if it returns to the menu.

```
   + Backbrop checkmark gadget removed, A cycle gadget replaces
     it to make options clearer.

  1.19  : 14.08.94
   - Changed SMPrefs window title to "Startup-Menu preferences"

  1.20  : 28.08.94
   + Precmd ARexx command is now sent.
   + Can now specify the window for the New Shell.
   - Cleaned up the gadget window.
   - Changed the size of the checkmark gadgets so that they are
     allways square.

  1.21  : 28.08.94
   - Removed duplicate sections of code in Startup-Menu,
     thus making it smaller in size.
   + In Test mode when a gadget is selected if it is set not
     to quit then the menu will not quit.

  1.22  : 29.08.94
   - Time display on the menu now has leading zeros when the
     seconds/minutes are less than 10... Happy Jon?
   + Time now displayed in user's default Locale.
   + Added the "Normal" choice in the "Screen" gadget

  1.23  : 30.08.94
   - Preference file now saved/loaded using OS functions (
     FPuts & FGets). As a result it is much faster and also
     eliminates a bug (sometimes the menu would fail with
     run-time error -1 when loading a preference file, this was
     no error of mine).

  1.24  : 01.09.94
   + Added Datatype object on background.

  1.25  : 01.09.94
   + If WB 2.1 or higher is present then the ASL screenmode
     requester is now used rather than the Reqtools one for
     the "Screen..." requester.

  1.26  : 03.09.94
   + Added the "Play Immediately" and "Repeat Playing" gadgets
     to the "Display File" window. These specify if the object
     will start to play immediately if if the playing is to
     repeat. These options require V40 (3.1) of the OS.

  1.27  : 04.09.94
   - The "Screen..." requester nolonger displays Duelplayfield
     modes (DPF and DPF2).

  1.28  : 05.09.94
   - Fixed Enforcer hits.

  1.29  : 06.09.94
   - Fixed Qualifier feature so that all specified options
     must be present rather than any of the set.
```

```
1.30  : 21.09.94
  + Various minor changes to the information requester in
    SMPrefs.

1.31  : 21.09.94

1.32  : 28.09.94
  + The menu window now has a zoom gadget, also RMB and MMB
    now call ZipWindow() to iconify the window.
  + Startup-Menu is smaller in size.

1.33  : 28.09.94
  + "Save" and "New" menu items removed.
  + Edit menu added, with "Reset to defaults" (to replace
    "New") and "Restore".
  - "Flush" gadget was not being updated on loading of pref
    files -- fixed.
  - Various settings were not being reset by the "Reset to
    defaults"/"New" menu item -- Fixed.
  - "Test" was hanging after a "Reset to defaults"/"New"
    selection due to improper initialisation of the
    menus screen/window titles -- Fixed.
  - "Shanghai" and "PopPubScreen" options now default to true
    as they should.

1.34  : 29.09.94
  + GUI of SMPrefs given a facelift. It now looks "cleaner".
    The army of buttons that were on the right of the window
    have been replaced by a cycle gadget and a single button
    to alter the setting as selected by the cycle gadget.
    Bevel boxes have been removed.
  + Various options moved around, "Flush" goes to "System
    options"; "Across", "Down", "Wait" and "Screen Type" go
    to "Screen & Window"
  + "Test" menu item added, button removed.
  + Size reduction.

1.35  : 30.09.94
  + GUI cleaned up a bit more, more uniform now.
  + The cycle gadget that was added in the last revision has
    been replaced with a list view display for ease of use.
    Double clicking on an item in the list lets you modify
    its settings. As a result the "Alter..." button has been
    removed.

1.36  : 02.10.94
  + Yep, yet more GUI cleanup. The second level windows were
    cleaned up, gadget placement reworked and a small "^"
    gadget added in place on the "Command..." and "Alter..."
    gadgets.

1.37  : 02.10.94
  + Added "Applicability" to qualifiers. This gives the option
    of the qualifiers working as they did before 1.28 (Tom
    liked it better that way :-?).

1.38  : 04.10.94;
```

```
     - Fixed positioning of gadgets when the font was to big and
       had to be replaced by topaz8 (SMPrefs).
     + Added disabled "Save Icons?" menu item.
     - Fixed bug after "Bottom" was used. The item above the
       selected item was being selected.


   1.39  : 20.10.94
     - Changed all ASL tags to new ASLFx_ style.

To Do (28.09.94)
~~~~~~~~~~~~~~~~~
 1. Get HAM pictures working.

 2. Allow menu to open on a user specified public screen. (SM is starting
    now to become a general program launcher like Tool Manager)

 3. Allow commands be be launched as WB processes, taking Tooltype arguments.
    Will probably use WBStartup by Stefan Becker for this.

 4. Add a Cycle gadget to the gadget edit window in order to make more
    apparent the different
                  types
                   of buttons available, and also to
    ghost/clear unneeded fields.

 5. Anything that you suggest that is nay off the heid and is useful.
```

## 1.59  BackChat

```
               I can be contacted at the following address :

   Lee Kindness
   8 Craigmarn Rd.
   Portlethen Village
   Aberdeen AB1 4QR
   SCOTLAND
```

 If you find SM useful and continue to use it then I invite you to sent a
donation to show your gratitude. The amount is negotiable, you can send
gifts if youwish. You will be sent the current registered version of SM,
(and a heap more progs) if you send a lot then you will recieve more
updates later. Currently the only difference in the registered version of
SM is that the Information window is not poped up every time you exit
SMPrefs.

 Any ideas about programs that you want are also welcome, along with
bug reports.

```
              ---->EOF
```

## 1.60  Rogues

```
Fareweel to a' our Scottish fame,
    Fareweel our ancient glory!
Fareweel ev'n to the Scottish name,
    Sea famed in martial story!
Now Sark rins over Solway sands,
    An' Tweed rins to the ocean,
To mark where England's provence stands-
    Such a parcel of rogues in a nation!

What force or guile could not subdue
    Thro' many warlike ages
Is wrought now by a coward few
    For hireling traitor's wages.
The English steel we could disdain,
    Secure in valour's station;
But English gold has been our bain-
    Such a parcel of rogues in a nation!

O, would, or I had seen the day
    That Treason thus could sell us,
My auld grey head had lien in clay
    Wi' Bruce and loyal Wallace!
But pith and power, till my last hour
    I'll mak this decleration:-
"We'er bought and sold for English gold"-
    Such a parcel of rogues in a nation!

  -- Robert Burns, Such a Parcel of Rogues in a Nation
```