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Version 1.1

BLAUNCH is NOT FREE. It is distributed as shareware. If you find the program useful after a trial period of 21 days, and wish to continue using the program, please REGISTER this copy of BLAUNCH by sending \$10.00 in US Funds via Check or Money Order to:

Vladan Z Marinkovic
731 Florida Street, #201
San Francisco CA 94110

Upon receipt of your registration, you will receive a registration number and a free update to the next revision of BLAUNCH, when available, as well as full technical support.

BLAUNCH.EXE is provided as is with no direct or implied warranties.

If you have any problems with BLAUNCH.EXE please notify me at:

Compuserv 70172.334 or

Vladan Z Marinkovic
731 Florida Street, #201
San Francisco CA 94110

In order to run BLAUNCH.EXE , you no longer need to have an SVGA (800 by 600 pixel) or higher resolution display. BLAUNCH.EXE now runs in VGA resolution. Something, though had to give in to the desktop real estate problem in VGA, hence the Button Array contains only 24 user assigned Launch buttons.

New and Improved:

Full VGA screen support

"Run" command line, always available on the desktop

Hourglass for lengthy operations

Full shell support, when started as the "shell" in SYSTEM.INI.

Expanded line limits on "run" and "load" lines of WIN.INI from 127 characters to 255

Up and Coming:

Pop-up dialog box with directory tree, file list and select file management commands, such as Delete, Copy, Move, Rename... and suchlike. All due by early February 1992.

How it Works:

To setup the Buttons, select Apps from the File menu. The dialog box on the top of your screen will have a "Setup..." Button. Selecting "Setup..." will launch NOTEPAD.EXE with the file BLAUNCH.INI. Here is the wisdom of the .INI file:

X and Y define the position of the BLAUNCH main window

Button1 through Button30 (through Button24 on VGA) are command line markers much like the "Run=" line in the WIN.INI file. Enter the name of each executable file you wish to launch on a unique, unused line. If no extension is given .EXE is assumed.

Button31 is reserved for the "Setup..." If you wish to use a different editor for the "Setup...", change NOTEPAD.EXE to the program you wish to use.

Be sure to save the file.

To activate the changes made to BLAUNCH.INI select the Apps under the File menu.

If you wish to exit BLAUNCH.EXE without saving the position of the main window double-click on the System Menu Box or select Close from the System Menu Box. If you wish to record the new location of the main window, exit via the menu command "Exit".

Notes:

Minimalism is the philosophy of BLaunch. The main design goals are to provide maximum functionality, with as little resources as possible. Due to the limitations of the current Windows release with regards to resources, a Spartan approach is the way to go if multiple resource hungry programs are running on the desktop.

Final Notes:

After the first Beta version of BLAUNCH, I have re configured my Windows 3.0 environment to the File Manager running in tandem with BLaunch instead of the Program Manager. I found that the BLaunch program gave me single click access to my executables and the services of the File Manager on the same desktop with over 70% of the system resources left available (I also run a Clock and Screen Saver at the same time). To test for the amount of free system resources on your system, select About from the Help drop down menu of the File or Program Manager. The system resources are limited to 64KB (don't quote me on that) in Windows 3.0, and are not affected by RAM expansions. Typically Windows 3.0 will run out of resources long before it runs out of free memory.

In upcoming updates, which should come roughly in one month intervals, I plan to add a popup command line edit box with a file list box and directory tree as well as a routine that checks the associations segment of the WIN.INI for file extension matching. Since the utility of the program is its final purpose, let me know of any features that you feel are lacking or are perhaps redundant. Your help is very much appreciated.

If you are interested in the source code for this application, please contact me on Compuserve @ 70172.334. The code was written via the Microsoft Quick C for Windows 1.0 development system and should be upward compatible to MS C 6.0 with the SDK for Windows.