

# **AppMenu**

**COLLABORATORS**

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

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# Chapter 1

## AppMenu

### 1.1 AppMenu.doc

AppMenu - Copyright © 1993 Marius Chwalczyk. All Rights Reserved.

\$VER: AppMenu 1.4 (4.7.93)

COPYRIGHT  
INTRODUCTION  
INSTALLING & RUNNING  
THE INTERFACE  
PROGRAM & AUTHOR  
HISTORY

NOTE: Prefs format changed from ASCII (used in Versions 1.1, 1.2) to IFF PREF.  
Please use the program "ConvertPrefs" to convert that old prefs files.

### 1.2 Copyright

AppMenu - Copyright © 1993 Marius Chwalczyk. All Rights Reserved.

AppMenu is copyrighted © 1993 by Marius Chwalczyk. It's freely distributable as long as all of its files are included in their original form without modifications of any kind. Only a moderate copying charge (data medium price) is allowed. This program is "as-is", all use is at your own risk.

### 1.3 Introduction

AppMenu is a utility for Workbench. It runs only under Release 2 (V37) and later versions of the Amiga operating system. It's a commodity that adds menu items to the Workbench Tools menu. When a menu item is activated, AppMenu starts up a program you chose. You can free define the items and programs to execute. All programs are started as separate, asynchronous processes. You can also choose arguments for these programs through icons or file requester.

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## 1.4 Installing and running

To install AppMenu simple copy it where you want it to have. You can start it from Workbench or from Shell. Or just place it in the WBStartup drawer. The following arguments in the line command or the tool types in the icon are all optional.

```
CX_PRIORITY=<n>
CX_POPUP=<NO|YES>
CX_POPKEY=<hotkey>
```

See Workbench handbook for this commodity tool types. Defaults are priority 0, popup 'YES' and popkey 'shift f3'.

```
FROM=<prefs>
```

'<prefs>' is the preferences file (default "ENVARC:AppMenu/AppMenu.prefs"), where AppMenu saves the items description. Each item contain a menu item text, a command text and a arguments specification.

```
PROGITEM=<NO|YES>
```

If you don't want 'AppMenu...' item in Tools menu choose NO. Default is YES.

```
SCREENFONT=<NO|YES>
```

If AppMenu should use the Preferences Screen Font instead of "Topaz/8" select YES. Note that only the height of the gadgets are adjusted, so if the font is to wide the gadgets' texts can go over. Default is NO.

## 1.5 The interface

AppMenu's window presents a list gadget with its scroller and a string field below, a separate string field, a cycle gadget, two buttons and a bank of four buttons. It have a menu too.

To open the window press the hothey, activate 'AppMenu...' item in Tools menu, run AppMenu again or use the "Exchange" program. "Exchange" can be use for some other things too (see its docs).

The gadgets are:

```

New      Del          Menu Items
                          Arg
                          Command
Save     Use      Cancel  Quit
```

The menu items are:

```

Project          Edit
  Open...        Last Saved
  Save           Restore
  Save As...     ~~~~~
```

Use	Copy To Clip
About...	Paste From Clip
~~~~~	~~~~~
Cancel	Move Item Up
Quit	Move Item Down

## 1.6 Menu Items

This listview gadgets show the item list. To change a item just select it. Now you can update the Command text. Press Return or Tab key or change Arg gadget to activate the string field below the listview gadget. Here you can modify the item text and press Return to take the item back to the list.

## 1.7 Command

Type the program name and its arguments you want to execute. Note that you must specify the full path of the command when you start AppMenu from Workbench.

It's possible to type several files when you separate them with <Ctrl LCommand J>. All programs will be started synchronous. It's made internal through the DOS function System() so you can use it by Workbench's item 'Execute Command...' or in Shell too.

## 1.8 Arg

Select if and from where you want arguments to a command. The possibilities are:

Requester	If you activate the item a file requester appears and you can choose a file name as an argument to the command. You can cancel the execution too.
Icons	The names of selected icons in Workbench (if any) will be arguments.
Icons/Req	Same as above. If no icon selected as 'Requester'.
None	Execute command without extra arguments.

## 1.9 New

Add a new item to the list. Just type a Command text, choose Arg and write a menu item text. To quick add programs put their icons in the AppMenu window. To add a new item before an existing item in the list simple select this item first.

The number of items you can add is limited only by available memory, the system (V37) however creates only 63 selectable menu items.

---

## 1.10 Del

Remove the selected item from the list.

## 1.11 Save

Save the item list to the preferences file. Further as Use .

## 1.12 Use

Close window, use current list to create item in Tools menu and execute commands of the chosen items.

## 1.13 Cancel

Undo all changes in the list since the window is open, close it and use the old list. Note that window's Close gadget and Hide from "Exchange" have the equal function.

## 1.14 Quit

Quit AppMenu. Ctrl-C makes it too. If the changed items are not saved a requester appears.

## 1.15 Open...

Load new items from a selected file. If the changed items are not saved a requester appears.

## 1.16 Save As...

Save the item list to a selected preferences file.

## 1.17 Last Saved

Load the at last saved items.

---

## 1.18 Restore

Undo all changes in the list since the window is open.

## 1.19 Copy To Clip

Copy the command text to clip. You can use it later in Shell with >RCommand V>.

## 1.20 Paste From Clip

Add a new item to the list. Its command text will be taken from clip.

## 1.21 Move Item Up/Down

Move the selected item in the list by one up or down.

## 1.22 The Program and its Author

Yes, yes..., localization should be done but the 2.1 update (in Germany) isn't still obtainable.

AppMenu is written in C and compiled with SAS/C 6.3. It's tested on an Amiga 3000 (KS 37.175, WB 37.71) with "Enforcer" and "Mungwall".

If you have some comments, additional ideas and/or bug reports, feel free to send me a letter or to call me.

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## 1.23 History

1.0 first internal release.

1.1 (25.3.93) - first public release.

- Saving preferences in separate file instead of in tool types.
  - Added prefs-not-saved-requester.
  - Added 'Icons' as arguments.
-

## 1.2 (29.4.93)

- No bugs found or reported - no bugs fixed! :-)
- Added possibility to arrange the order of the commands.  
(Thanks to Kevin A. Kirk for this suggestion.)
- New argument added: PROGITEM.
- File requester remember previous selections.

## 1.3 (2.6.93)

- Changed prefs format from ASCII to IFF, "ConvertPrefs" written to convert old prefs files.
- Storing Prefs temporary in "ENV:AppMenu/AppMenu.prefs" now.
- Added new functions: 'Open...', 'Save As...', 'Last Saved', 'Restore', 'Copy To Clip', 'Paste From Clip', 'Move Item Up/Down'.
- Bug fixed: preferences were always saved in "ENVARC:AppMenu/AppMenu.prefs"
- Bug fixed: Enable/Disable from Exchange (the two bugs only in 1.2 - forgot to test the code that I "optimized").
- Some code optimized but tested this time. :-)

## 1.3b (15.6.93)

- If prefs file doesn't exists AppMenu1.3 requests 'Error while loading prefs' and quits. Now it stays running after the message.

## 1.4 (4.7.93)

- Bug fixed: if several icons were dropped together in the window and some had spaces in names, their commands were false quoted.
  - After 'Paste From Clip' or 'New' the menus 'Move Item Up/Down' are always "ghosted" now.
  - Parsing optimized (using ReadArgs()/FindToolType() instead of ArgXXX() now).
  - New argument added: SCREENFONT.
-