

MagicMenuE

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REVISION HISTORY

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Chapter 1

MagicMenuE

1.1 Magic Menu Manual

M A G I C M E N U

V 1 . 2 7

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* I M P O R T A N T ! *

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MAKE SURE YOU READ THE INSTALLATION-NOTES !!!

IF YOU STILL USE MAGIC MENU 1.21 OR OLDER, YOU SHOULD READ THE
RELEASE HISTORY !

C O N T E N T S

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1.2 motivation

1.1 Motivation *****

Developing AmigaOS 2.0, Commodore's developers have re-worked the outer appearance of the Amiga's User Interface in an astonishing way.

... too bad they forgot Intuition's menus ...

As I wanted to flee from the dull menu life and the many programs that are available did not satisfy me, I sat down at my keyboard and started to type...

(Programming the Amiga means lots of fun!)

1.3 features

1.2 Features *****

Magic Menu includes the following features:

- o All Intuition menus are replaced by Magic Menu. Therefore, all programs using standard menus will appear in the new outfit.
- o Magic Menu supports Pull-Down-Menus as well as Pop-Up-Menus .
- o Menus are either displayed using the Standard Look , or the modern AmigaOS 2.0 style 3D-Look
- o Menus may be controlled exclusively using the keyboard , there's no need to grab the mouse anymore.
- o There are three different types of using the menus:
Standard , Press Once and Select .
- o Magic Menu can be configured in different ways, you may for example define handling and appearance of Pull-Down and Pop-Up menus seperately.
- o Magic Menu remembers every menu's last selected item, displaying Pop-Up menus the next time at a position allowing quick selection of the same or neighboring items.
- o if a menu is selected while the currently active screen is not visible, the screen is popped to the front for the menu display. After selecting an item, it is returned to the back.
- o if there is no input in a configurable time (moving the mouse, keypress) the menu selection is canceled, avoiding the machine to be blocked too long.

and lots more...

1.4 requirements

1.3 System Requirements

There is only one requirement for using Magic Menu: you have to be using AmigaOS 2.04 (37.175) or higher.

Magic Menu will also work with Kickstart 3.0, it will even utilize special features of the new operating system.

Additional libraries are not needed.

If you are still using Kickstart 1.3 or older, all you can enjoy is a

requester reminding you that your are STILL not up-to-date...

1.5 installwb

2.1 Installation from Workbench

Magic Menu only consists of one single program. The easiest way to install it is using the Workbench.

To install, just move the "MagicMenu"-icon to the "WBStartup"-drawer of your boot partition. That way Magic Menu is automatically started every time you boot your system.

In order not to open the configuration-window every time you start MagicMenu, you should set the Tool Type CX_POPUP=FALSE in the WB information window of MagicMenu. Check your Amiga manual to learn how the information window works.

MagicMenu's configuration is saved in the program icon. You can change these settings directly using the Info-function of the Workbench. Anyway, using MagicMenu's configuration window is a lot easier to use.

1.6 installcli

2.2 Installation from CLI

MagicMenu may also be run from the CLI. The settings will also be read directly from the icon, which has to be copied together with the program file.

MagicMenu detaches from CLI itself, you don't have to use RUN. Executing MagicMenu a second time will display the configuration-window.

Command line parameters are not supported in the current version.

1.7 installnote

2.3 IMPORTANT NOTES

MagicMenu has to patch some OS-routines. This does not bring any problems, as long as no other program patches the same functions.

It may happen that MagicMenu can't be removed from memory, when another program installs itself. MagicMenu will recognize this and will give out an appropriate message,

To avoid problems of this kind, you should use a program like "SaferPatches" from Martin Adrian or similar. When using SaferPatches together with MagicMenu, make sure you set the TOOL TYPE option SMARTPATCH to NO. Otherwise, leave it set to YES.

References:

Known Problems of MagicMenu
Programmer Information

1.8 removing

2.4 Quitting Magic Menu

Magic Menu can be removed from the system in three different ways:

- Selecting QUIT in the configuration-window
- Using AmigaOS 2.x's "Exchange" program found in one of your system drawers
- Sending a CTRL-C to the MagicMenu process.

Please note that it might happen that MagicMenu can't be removed from the system at once.

After sending a message to another process, MagicMenu will wait for a reply. During that time, MagicMenu will not finish. After a certain time MagicMenu will get a timeout for this message and will exit anyway.

A lot more difficult is the situation when a program that was started AFTER MagicMenu patches the same system functions. MagicMenu will notice that and display a message. Most of the time you can only select for MagicMenu to be disabled, it will then stay in memory but won't do anything anymore. In some

rare cases you might want to select "Force uninstall". Make sure you know what you are doing, because if you don't, the systems reliability will be affected. See also: IMPORTANT NOTES and the Tool Type SMARTPATCH .

1.9 confbasic

3.1 General Configuration

MagicMenu saves all setting as TOOL TYPES of its own icon. Of course you can change them there directly, some can only be changed by this way. But most of the settings can also be changed more comfortably by using the graphical user interface.

To open the configuration window of MagicMenu, there are three possibilities:

- execute the program a second time
- using the program "Exchange" (to be found on your workbench disk in the directory Tools/Commodities): Select the MagicMenu entry and then "Show Interface"
- the easiest way is by using MagicMenu's HotKey . If you didn't change it, it's the combination of the three keys <CTRL>-<ALT>-<SPACE>.

The window is divided into three areas:

- Setup for Pull-Down-Menus
- Setup for Pop-Up-Menus
- Setup for the keyboard control
- General switches, modifying MagicMenu's reactions in all modes.

The window can be closed anytime using the Close-gadget in the upper left corner or by selecting the button HIDE . In both cases, MagicMenu will remain in memory and be active.

To save the current configuration, just select SAVE . All of the icon's Tool Types will be set to the current setup.

To remove MagicMenu, select QUIT .

1.10 confpdbasic

3.2 Pull Down Menus

... is what any Amiga user is used to as standard menus. A line of menu items in the top line of the menu, which open up when selected.

The pull-down menus of MagicMenu work the same way, except that you can select between two different display types:

Standard-Look
3D-Look

Plus, you can operate the menu using three different methods (plus keyboard control):

Standard
Press Once
Select

Which of these methods or display types should be used is set using the left area of the configuration window .

1.11 confpubasic

3.3 Pop Up Menus

You might need some time to get used to this option, But as soon as you do, you'll probably find it being a very comfortable way of selecting menu items.

In contrast to the normal pull-down menus the menu is not displayed at the top of the screen, but rather as a box at any place where your mouse is. You do not need to move the mouse to the top of screen anymore. Also, menus are not displayed horizontally, but vertically.

Apart from that, pop-up menus work just like the normal pull-down menus. They may be displayed using:

Standard-Look und
3D-Look

and are controlled in one of these modes:

Standard
Press Once
Select

Additionally, there is an extra setting called CENTER BOXES that will probably make menu usage even easier.

Which of these display kinds and selection methods are used by MagicMenu is defined using the center part of the configuration window .

1.12 confstandard

3.2.1 / 3.3.1 STANDARD menu selection

Using the standard settings, MagicMenu will act just like the Amiga OS does:

After pressing the right mouse button, the menu strip (either pull-down or pop-up, depending on the menutype settings and the position of your mouse) will be displayed.

The menu strip will only be displayed as long as you keep the menu button depressed. Moving the mouse pointer to a menu item will display its subitems.

To select a particular item, move your mouse to it and release the right mouse button.

To select several menu items (without leaving the menu), you can - just like when using the normal Intuition menus - press the left mouse button when pointing to an item.

TOOL TYPE:

```
for Pull-Down Menus : PD_BUTTONMODE=STANDARD
for Pop-Up Menus    : PU_BUTTONMODE=STANDARD
```

Other methods of menu selection:

```
Press Once
Select
```

1.13 confpressonce

3.2.2 / 3.3.2 PRESS ONCE menu selection

This option will probably be most appreciated by owners of trackballs, though others might also find it useful: during menu selection, you do not have to keep the right mouse button pressed, a short click will suffice.

After that, the menu strip is displayed (either pull-down or pop-up, depending on the menutype settings and the position of your mouse) and you can browse through the different menus and items just like in the standard setting .

To select an item, either the left or right mouse button has to be pressed. If you use any of the buttons outside of the menu area, the selection is aborted.

For multiple selects, use the left mouse button while holding the shift key.

TOOL TYPE:

```
for Pull-Down Menus : PD_BUTTONMODE=PRESSONCE
for Pop-Up Menus    : PU_BUTTONMODE=PRESSONCE
```

Other methods of menu selection:

```
Standard
Select
```

1.14 confselect

3.2.3 / 3.3.3 SELECT menu selection

... is the setting I prefer most. Especially for Pop-Up menus .

Just as with the PressOnce setting, the right mouse button only has to be pressed once real short and the menu will be displayed (either as Pull-Down or Pop-Up menu, depending on the setting of the menu type).

In contrast to the other mode, the menu items aren't activated by moving the mouse over them, they have to be selected using the left mouse button, too. The same applies to subitems: to display them, their parent item has to be selected.

The main advantage of this setting is that menus won't be displayed accidentally by moving the mouse a pixel too far. Some programs have very complex menus, which almost cost some nerves finding a menu item. Using SELECT you can use it like a switch box.

Selecting an item that has no subitems attached will return this item's number to the appropriate program. To do a multiple select, press the shift key while selecting an item.

TOOL TYPE:

```
for Pull-Down Menus : PD_BUTTONMODE=SELECT
for Pop-Up Menus    : PU_BUTTONMODE=SELECT
```

Other methods of menu selection:

```
Standard
Press Once
```

1.15 conf3d-look

3.2.4 / 3.3.4 3D-Look Display

As of version 2.0 of the AmigaOS, Commodore has introduced a new 3D-Look in the display of the user interface. MagicMenu implements this with menus. This not only makes the menus look better, but usually also easier to use.

Additionally, there are two functional differences resulting from this change:

- Intuition will only visibly select a menu item, if it is not disabled (displayed as ghosted entry). MagicMenu implements a similar behavior, but disabled items will have a kind of 'ghosted frame', mainly to make keyboard usage easier.
 - Apart from menu items that directly result in some operation, there also some that turn an option on or off. These items are displayed with a small check mark when the option is turned on. Of course does MagicMenu support these, though the display has been polished up a bit. But there are also other menu items that have a check mark even though they react different than the other items: mutually exclusive menu items. This could be used for a color selection, where only one color can be used at a time. MagicMenu will display these just like OS 2.0's user interface does: it uses radio buttons that either look recessed or raised, depending on whether the item is selected or not. This way, these menu options can be recognized easier as mutually exclusive items.
-

In order to be able to have the 3D-Look, the screen displaying the data must have been opened with at least 4 colors in a 2.0-compatible manner. This might not be true for some older programs written for 1.3 or earlier.

Anyway, there are programs (like TagScreens from Martin Berndt) that modify opened screens, so that they do get the 3D-Look. As sometime the colors will not fit right anymore, MagicMenu's menus might not look three-dimensional anymore. In such cases using the standard look might be preferable.

To switch between standard and 3D-Look, you can always press the Ctrl-key while displaying a menu.

A few programs, mainly some that use menus for color selections, will not work correctly with MagicMenu, check the problems section ...

TOOL TYPE:

```
for Pull-Down Menus : PD_LOOK=3D
for Pop-Up Menus    : PU_LOOK=3D
```

1.16 confstandard-look

3.2.5 / 3.3.5 STANDARD-LOOK Display

If you should not want the _three dimensional display_ of the menus, you may always switch back to the old display style, while still enjoying all the additional features of MagicMenu. While carefully implementing all of the original flavor, there is only one slight difference to Intuition's menus:

When using the keyboard to control the menus, "disabled" items are highlighted, too. This was necessary as doing without would make it hard to find out where you actually are.

If a screen only has 2 colors, or has been opened using pre-2.0-methods, the standard look display is used automatically.

TOOL TYPE:

```
for Pull-Down Menus : PD_LOOK=2D
for Pop-Up Menus    : PU_LOOK=2D
```

1.17 confcenter

3.3.6 CENTER BOXES

This setting is only used with pop-up menus , it doesn't affect the normal pull-down menus .

If subitems are attached to an item, they will usually be displayed downwards and to either the left or right side of the item; the programmer will have taken care of placing the submenu (or GadTools for newer applications).

Using the setting CENTER BOXES, you instruct MagicMenu to forget about that positioning and instead find a more efficient place for the submenu:

If no menu item has been selected before, the submenu will be vertically centered relative to the menu item. Here's a little graphical demonstration of that process:

Without CENTER BOXES:

```

-----
| Project |
|         |
| Edit    |
| -----|-----
||Options| Tabs      |
| -----|         |
| Texts   | Pathes   |
| -----|         |
|         | Colors   |
|         | -----|-----
|         ||Height  | 10 |
|         | -----|   |
|         | Width   | 12 |
|         |         |   |
|         | Depth   | 15 |
|         | -----|-----

```

With CENTER BOXES:

```

-----
|         | Tabs      | | |
| Project |         |
|         | Pathes   |
| Edit    | -----|
|         | Colors   | 10 |
|         | -----|   |
|         ||Height  | 12 |
|         | -----|   |
| Texts   |         |   |
|         | Width   | 15 |
|         | -----|

```

```

|           ----
| Depth      |
|-----|

```

When an item had been selected before, this item will be put directly beside it's preceding item, e.g. after selecting 'Width' in the above menu, it would be opened like this the next time:

```

|-----|
| Tabs   |
|-----|
| Pathes |
|-----|
| Project| Colors |
|-----|
| Edit   | Height |
|-----|
| Options| Width   |
|-----|
| Texts  | Depth  |
|-----|

```

This way, selecting an item will be a lot easier the next time.

TOOL TYPE:

```
for Pop-Up Menu : PU_CENTER=YES or PU_CENTER=NO
```

1.18 confkcbasic

3.4 Keyboard Control

One of the big advantages of MagicMenu is that you might as well put your mouse aside, as menus can be used completely without mouse interaction, even if it does not have a shortcut sequence (Amiga-key + another key).

If the menu is selected using the keyboard (either with the RIGHT ALT and RIGHT AMIGA keys or with the combination set via START SEQUENCE), the menu strip will be displayed at the top border. (With keyboard control, only pull-down menus are used)

When first displaying a menu, one of the menus is selected. If no other menu choice was done before, it will be the left-most menu, otherwise the one of which an item was selected. Use the cursor keys to select the different menus. Pressing Return selects a menu and displays it's menu items. With items, either the submenus are displayed, or the current item is selected if there are none. The ESCape key lets you go up one level or leave the menu

selection without selecting an item.

The easiest way to select a menu or item is to press the first letter of a selection. If there is only one menu or item that fits to that letter, the appropriate menu or item is selected, otherwise the cursor is only moved to that item. In that case, pressing the letter again will let MagicMenu cycle through the possible selections. Press the Return key to select the item.

For multiple selection, press the Return key together with the shift key. The menu selection can be aborted anytime using the activation sequence (see above).

As you may have noticed, MagicMenu tries to take a good guess at what you want to do and remembers all the levels of the last selection.

There are the following settings available for keyboard control:

```
ENABLE
MOUSE TO BAR
START SEQUENCE
```

These settings are located at the right area of the configuration window .

There are further descriptions of the keyboard sequences in the chapter keyboard layout .

1.19 confkcnable

```
3.4.1 ENABLE (Keyboard control)
*****
```

If this option is turned on, the menus can be controlled via keyboard commands.

For further information check the following chapters:

```
Keyboard control
Keyboard layout
```

1.20 confmousetobar

```
3.4.2 MOUSE TO BAR
*****
```

Some programs (like DPaint or Directory Opus) only allow menu selection when the mouse is somewhere in the menu strip of the screen, as the right mouse button has another meaning at other areas.

As this would make menu selection via keyboard controls impossible, MagicMenu will move the mouse to the top line when this option is turned on and the start sequence is detected.

For further information, check the chapter Programmer's Information .

1.21 confkcstart

3.4.3 START SEQUENCE

This input field allows you to select the key combination which activates the keyboard-controlled menu selection .

All key names recognized by any other commodity may be used, see your Amiga manual for further information on commodities. For your information, here's a list of the names known to the Amiga OS Version 2.04. (Later versions know some more)

lshift	space
rshift	backspace
capslock	tab
control	enter
lalt	return
ralt	esc
lcommand	del
rcommand	up
numericpad	down
shift	right
alt	left
caps	f1 - f10
	help

For example, using "lcommand space" means that pressing the left Amiga-key and the space key together will bring up the menu.

Entering an incorrect combination will result in an error message from MagicMenu, the old setting will remain active.

The combination "ralt rcommand" (the right Alt and Amiga key) will always work, independent of the start sequence entered (except if ENABLE is not

selected).

1.22 conftype

3.5.1 TYPE (large Cycle Gadget) *****

Use this switch between the different available menu types.

USE PULL DOWN MENU ONLY

If this mode is selected, only Pull-Down menus will be used.

USE POP UP MENU ONLY

This mode will result in only _Pop-Up menus_ being used, even if the mouse is in the title bar of the screen. Anyway, there is an exception: for keyboard control, Pull-Down menus are used.

USE PULL DOWN WHEN POINTER IN MENUBAR, POP UP OTHERWISE:

The "automatic mode". When the mouse is somewhere in the title bar, Pull-Down menus are used, otherwise Pop-Up menus. This might come handy for people being used to moving the mouse to the title bar before pressing the right mouse button. Heart attacks and similar won't probably take place due to unexpected menu appearance.

TOOL TYPE:

```
for "USE PULL DOWN MENU ONLY":      MENUTYPE=PULLDOWN
for "USE POP UP MENU ONLY":          MENUTYPE=POPUP
for "USE PULL DOWN WHEN POINTER ...": MENUTYPE=AUTO
```

1.23 confmarksub

3.5.2 MARK SUB MENUS *****

This option enables the marking of menu items that have a submenu attached. When turned on, a small arrow will appear at the right side of such items.

If the text of this item is too long or if the program uses its own marks (e.g. when using GadTools to layout the menus), MagicMenu's arrow is disabled.

TOOL TYPE:

MARKSUB=YES or MARKSUB=NO

1.24 confdborder

3.5.3 DOUBLE BORDERS

Usually all menus of MagicMenu are drawn to appear as if they raise up from the display, while selected items look like they are drawn recessed. Also, the way the menu windows are drawn results in the effect of stacked index-cards.

Using this option will change that appearance: Only the borders around the menus have the 3d-effect, selected menu items appear raised. As the difference is only optical, try out both kinds to find the one that suits your personal taste best.

In Standard-Look this option does not have any effect.

TOOL TYPE:

DOUBLEBORDER=YES or DOUBLEBORDER=NO

1.25 conftimeout

3.5.4 MENU TIMEOUT

This function lets you select a timeout, after which a menu selection will be automatically canceled if no mouse movement or key-presses occur. Values can range between one and 120 seconds.

As MagicMenu locks the screen menus are displayed on (just like Intuition does), this function will prevent the system from being locked.

Also, it may happen occasionally that MagicMenu und Intuition deadlock each other (e.g. when moving a window while a menu is to be displayed, though this should not happen...). This deadlock-situation (2 or more programs waiting for a resource the other programs have already locked) will be broken

up by the timeout of MagicMenu.

See also:

- Possible Problems
- Programmer Information

TOOL TYPE:

TIMEOUT=<Time in seconds>

1.26 confhide

3.5.5 HIDE

This gadget closes the Configuration Window , MagicMenu will remain activated. You may also click on the close gadget of the window.

1.27 confsave

3.5.6 SAVE

The current settings of MagicMenu are saved and will be available when starting MagicMenu again the next time.

MagicMenu saves all its settings in the icon file from which it was started. If MagicMenu was started from CLI, an icon file will be created.

1.28 confquit

3.5.7 QUIT

If this gadget is select, MagicMenu will attempt to remove itself from the system. This might not succeed. Check the following chapters for more information:

- Quitting Magic Menu
- Programmer Information

1.29 confsmartpatch

3.6.1 SMARTPATCH

Before removing itself from the system, Magic Menu checks all patches vectors for other programs. If another program has patched a routine which has already been patched by Magic Menu, the uninstallation will mostly fail.

There are some programs which are watching all vectors to help avoiding such situations.

If such a program is running in your system, Magic Menu would always think that its patches have been changed.

The error message may be ignored in this case, simply click on "force uninstall". To turn off the security check of Magic Menu set the Tool Type SMARTPATCH to NO.

TOOL TYPE:

SMARTPATCH=YES or SMARTPATCH=NO (Default: YES)

For further information, check the chapter Quitting Magic Menu .

1.30 confcheckwb

3.6.2 CHECKWB

Kickstart 2.04 contains a bug which causes MagicMenu to recalculate the workbench menus whenever an icon is selected or a window has been (de)activated. This costs cpu time and is completely senseless.

Since KS 3.0 this bug has been fixed by Commodore.

To make Magic Menu usable with 2.04, a special check is implemented to avoid unnecassary recalculations of the workbench menus.

This option should always be set to YES, unless there are unexpected problems with the workbench menus. It has no effects to any other menus.

TOOL TYPE:

CHECKWB=YES or CHECKWB=NO (Default: YES)

For further information, check the chapter Programmer Information .

1.31 confuselayer

3.6.3 USELAYER *****

Magic Menu renders all menus in so called "layers", that means that the system makes sure that all graphics are clipped into the menu box, even if a menu is not valid.

But this slows down the rendering of the menus.

Because of that, it is possible to turn of this behaviour with this tool type. If set to NO, Magic Menu does not use the layers.library to render the menus.

TOOL TYPE:

USELAYER=YES or USELAYER=NO (Default: YES)

1.32 confkcraltrcommand

3.6.4 KC_RALTRCOMMAND *****

Despite the keyboard sequence set in the configuration, Magic Menu uses the right amiga key together with the right alt key to activate the menu selection, just like the workbench itself.

With this Tool Type you can turn off this feature.

TOOL TYPE:

KC_RALTRCOMMAND=YES or KC_RALTRCOMMAND=NO (Default: YES)

1.33 confcxprio

3.6.5 CX_PRIORITY *****

This option sets the order in which all commodities are receiving their

events in the handler chain.

In most cases, it should be set to 0.

TOOL TYPE:

CX_PRIORITY=<Priorität> (Default: 0)

1.34 confcxpopup

3.6.6 CX_POPUP

If this option is set to YES, Magic Menu pops up its configuration-window right after it has been started.

It should be set to NO if Magic Menu is always started while booting the machine (e.g. with the WBStartup drawer)

TOOL TYPE:

CX_POPUP=YES or CX_POPUP=NO (Default: YES)

1.35 confcxpopkey

3.6.7 CX_POPKEY

This tool type sets the keyboard hotkey to pop up the Magic Menu's configuration-window .

The default sequence is "control alt space", but it may be set to any other valid keyboard sequence.

TOOL TYPE:

CX_POPKEY=<keyboard sequence> (Default: control alt space)

1.36 confdontwait

3.6.8 DONOTWAIT

This option MUST be set if Magic Menu is started from within the WBStartup drawer, otherwise workbench would wait forever for Magic Menu to complete its task.

TOOL TYPE:

DONOTWAIT

1.37 conftoolpri

3.6.9 TOOLPRI

Workbench gives every started process a task priority which can be set with this Tool Type.

This should be 0 for most programs.

But Magic Menu should get a higher priority, to avoid cpu consuming programs from slowing down its display.

A value of 5 is recommended, as the workbench itself is running at this priority.

TOOL TYPE:

TOOLPRI=<Priorität> (Default: 0)

1.38 confstartpri

3.6.10 STARTPRI

This Tool Type has effect on programs in the WBStartup drawer only.

It determines the order in which the programs should be started. In most cases this should be set to 0.

Programs which are modifying the workbench menus (e.g. ToolsDaemon) MUST be

started before Magic Menu.

TOOL TYPE:

STARTPRI=<Priorität> (Default: 0)

1.39 hotkeys

4.1 Hotkeys

Hotkeys are keyboard sequences which always can be used for various actions.

Magic Menu uses the following three hotkeys:

<CTRL> <ALT> <SPACE>

Opens the configuration-window . This sequence may be modified with the CX_POPKEY Tool Type.

<LEFT AMIGA> <SPACE>

Activates the menu selection with the keyboard control . Works only with the keyboard control activated. This hotkey may be modified with the START SEQUENCE option.

<RIGHT ALT> <RIGHT AMIGA>

Also activates the menu selection with the keyboard control. This hotkey has been implemented for compatibility with intuition. It cannot be modified, but may be turned of with the Tool Type KC_RALTRCOMMAND .

1.40 ctrlkeys

4.2.1 Keyboard controls for all modes

The following keys are always working while a menu is displayed, irrespective of the current selection mode :

<ESC>

Cancels the menu selection. In the keyboard control mode only the

last submenu will be closed. To quit the menu completely it may be necessary to press <ESC> up to three times then.

<CTRL> (while the menu is displayed)

Switches the display between the 3D-Look and the standard intuition look. May be used if the colors of a menu are not displayed correctly.

<CTRL> (press and hold BEFORE activating the menu selection)

If any menu does not work with Magic Menu, it can be temporarily deactivated, and the original intuition menus are used instead. Of course none of the advanced Magic Menu features can be used then.

Hotkey to activate the keyboard control

If one of both activation hotkeys is pressed, the menu selection will be canceled immediately.

For further information, check the chapter keyboard control .

1.41 kkeys

4.2.2 Keyboard control

The following keys are working if the menu is activated with one of the keyboard hotkeys only.

<RETURN>

Opens a (sub)menu or selects a menu item. If pressed together with the shift key more than one item can be selected. The last item must be selected without pressing the shift key.

<CURSOR RIGHT> and <CURSOR LEFT>

Selects one of the main menu items. If pressed together with the shift key the box it moved to the right or leftmost item.

<CURSOR UP> and <CURSOR DOWN>

Selects a (sub)menu item. If pressed together with the shift key the box is moved to the top or bottom item.

Alphanumeric key

The next (sub)menu item starting with the corresponding character is selected. If this item is the only one starting with this letter, it will be activated, too.

For further information, check the chapter keyboard controls .

1.42 questions

5.1 Question & Answer

F: "If I activate the menu, everything freezes. Why?"

A: Magic Menu has to lock the screen on which the menu is displayed. Just like intuition itself. That means no program is allowed to make an output to that screen. All other screens are not locked with one exception: windows cannot be opened. Programs that want to open a window have to wait until the menu selection has been finished.

F: "My program is running on another screen, but nevertheless it is stopped. Why?"

A: Does the programs make any outputs to a CLI (which is located on the workbench in most cases)? This happens without magic menu, too. Another possibility is that the program tries to open a window while the menu is displayed.

F: "The menus of some programs have really strange colors. Why?"

A: If a screen is opened with the 2.0 "tags" then it is supplied with the correct color table. On all other screens (which are opened in a 1.3 compatible way) Magic Menu uses the standard display (like intuition). Programs like "TagScreens" promote these old screens to the new 3D-Look ones, but sometimes the colors are not quite correct. You may always switch to the standard display with the CTRL key, if the menus are not usable.

F: "In color selection menus some of the colors are not displayed correctly."

A: Press the CTRL key while the menu is displayed.

References:

Known Problems of MagicMenu
Programmer Information

1.43 problems

5.2 Known Problems of Magic Menu

Some problems are unavoidable. This is a list of all known problem, so nobody should be surprised by them:

- o On all window operations except `OpenWindow()`, `OpenWindowTagList()` and `ActivateWindow()` it is possible to create a deadlock situation if the menu is displayed. This deadlock will always be ended by the timeout.
- o To display the menus in the OS 2.0 3D-Look, the text and background pen are reversed. I tried to implement this as intelligent as possible, but there may be some menus with wrong colors.

References:

Question & Answer
Programmer Information

1.44 profi

5.3 Programmer's information

I've tried to make Magic Menu as compatible as possible, that means that it behaves just like intuition wherever possible.

- o While displaying a menu the corresponding screen is locked. The menu is rendered in the background and is copied into the screen using the `layers.library` routine `SwapBitsRastPortClipRect()`.
 - o To avoid crashing memory as a result of a bug or an illegally built menu, all drawing operations are clipped using the `layers` library.
 - o Before displaying a menu, Magic Menu sends a message to all windows with the `IDCMP_MENUVERIFY` flag set. The active window may cancel the menu selection by replying the message with `MENUCANCEL`.
 - o Magic Menu sends menu events through the `input.device` handler chain using the `IND_WRITEEVENT` command. Intuition dispatches a respective message to the active window. Even programs that are receiving the menu selection via the `console.device` are supported.
 - o `IDCMP_MENUHELP` is supported.
 - o The functions `OpenWindow()`, `OpenWindowTagList()`, `ClearMenuStrip()`, `SetMenuStrip()`, `ResetMenuStrip()` and `ActivateWindow()` are patched. All calls to these routines are suspended until any menu selection has been finished to avoid deadlocks.
-

References:

Question & Answer
Known problems of Magic Menu

1.45 history

6.1 History

To learn about the changes of the many releases of Magic Menu, you should read the following chapter.

Maybe you simply want to read something about the problems I had to solve to get the whole thing working.

The english version of the release history is very short, I'm afraid. You'll have to read the german version, to get further information.

Version 1.27

Version 1.22

Planned features for future releases

1.46 hist127

Revision V1.27

changed on Sunday, 01-Aug-93 16:27:00 by --- Unknown ---. LogMessage :
Following bugs are fixed:

- The shifting of the menus introduced in V 1.26 has been removed again, because of trouble with the look of some menus. Instead, Magic Menu uses smaller images if the standard ones don't fit.
- On some programs using their own checkimage it could happen that some pixels of the menuitem were erased.

Revision V1.26

changed on Saturday, 31-Jul-93 20:45:00 by Martin Korndörfer. LogMessage :
Following bugs are fixed:

- Menu items with 0x0 pixels could crash MagicMenu. This was the reason for the DOpus 4.1x crash. BTW, such menu items are NOT valid!
 - A mx menu item may now have the flag MENUTOGGLE set.
 - MM could not display menus exceeding the right edge of the screen. This has been fixed, now Term 3.4 has its "Dial" menu back.
 - The checkmark is rendered AFTER the texts again. There was trouble with some menus overwriting the checkmarks otherwise.
-

- With KS 3.x some menu texts were too close to the checkmark image, because the system now scales the images. MM now shifts all texts if necessary to get enough room for its images.

Revision V1.25

changed on Thursday, 24-Jul-93 19:51:00 by Martin Korndörfer. LogMessage :
Following bugs are fixed:
- In release 1.24, windows WITHOUT the NewLookMenu flag were not been recognized properly.
Additions:
- WindowToFront() is patched now, too. Now there should be no problem with programs which pop a window to the front.
- After completing a keyboard selection, the mouse is moved to its previous position. (Suggestion by Garry Glendown).
- New Tool Types:
o USELAYER (Default: YES):
if set to YES, Magic Menu uses the layers.library to avoid trashing memory as a result of improper menus or a bug in Magic Menu itself. If you set this Tool Type to NO, the rendering of all menus will be about 25% faster.
o KC_RALTRCOMMAND (Default: YES):
To disable the keyboard sequence "rcommand ralt" for the keyboard menu selection, set this option to NO.

Revision V1.24

changed on Thursday, 22-Jul-93 22:50:00 by Martin Korndörfer. LogMessage :
Following bugs are fixed:
- Some programs try to implement a 3.0-ish look for their menus manually. This has caused some problems with Magic Menu. (Reported by Garry Glendown)

Revision V1.23

changed on Tuesday, 18-Mai-93 22:09:51 by Martin Korndörfer. LogMessage :
Following bugs are fixed:
- In standard look, some menu items have been deleted while playing with the menu.
- The checkmark has been overwritten on some menus.

1.47 hist122

Revision V1.22

changed on Wednesday, 24-Feb-93 13:42:39 by Martin Korndörfer. LogMessage :
Following bugs are fixed:
- The checkmarks were not been updated correctly while selecting more items in the standard-look.
Changes:
- If CHECKWB is set to YES, a similar patch is made for PageStream. (Requested by Martin Huttenloher)

Revision V1.21

changed on Tuesday, 16-Feb-93 18:00:21 by Martin Korndörfer. LogMessage :
Following bugs are fixed:
- If the right mouse button was pressed on a menu-less window, some memory got lost. (Reported from Paul Miranda and Peter Elzner).
- With the RMBTRAP flag set, Magic Menu generated two MENUDOWN messages.
- The font for the menu strip was not always correct.
- MagicMenu now handles requesters (and double-menu requesters, too) correctly. (Reported by Gerhard Schmidt).
- Two enforcer hits removed.
Changes:
- Virtual screens are now moved to get the menu always visible while selecting with the keyboard.

1.48 future

6.2 Planned features *****

Following features are planned for coming releases of Magic Menu:

- o Detached menus
- o Extra settings for every screen
- o A completely rewritten user interface with more options
- o Localisation
- o Extra configuration program

Suggestions are welcome!

1.49 credits

7.1 Credits *****

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Martin Korndörfer

additional work and corrections by Martin Huttenloher

Thank you very much for your great work, Martin & Garry!

The user interface has been build with

GadToolsBox 1.4 by Jan van den Baard
... thanx for this wonderful program!!

Magic Menu has been developed with the

SAS/C 5.10b / 6.0 - 6.3 C-Compilers

The icon has been created by

Martin Huttenloher

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Angel

... you're simply magic!

1.50 licence

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