

SMenu

COLLABORATORS

	<i>TITLE :</i> SMenu		
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Chapter 1

SMenu

1.1 SMenu.guide

```
                SMenu 1.0 ( 6.Jul.94)
      Copyright ©1994 Nocturnal Holiday SoftWare
The ultimate screenselector (but on second thoughts, maybe not :-)
```

```
    About
    Disclaimers
    Introduction
    Installation
    Starting SMenu
    Configuration
    ARexx interface
    Trouble-shooting guide
    Thanks
```

1.2 SMenu.guide/About

```
About
~~~~~
```

SMenu is a screenselector which works fast because it can have a window for selection up on every screen. And therefore you can access any screen with a simpel mousemovement or keypress.

When I started on this project there were several screenselectors available, but I found none of these very usefull so I made one myself.

SMenu is DoubleCardWare, so if you like it send me a couple postcards with some of your country's nice looking....(you know :)

For suggestions, bugreports or just feel like sending me a gigabyte harddisk, use this address:

```
Jon Anders Haugum
Kalvskinnsgt. 6
```

7012 Trondheim
Norway

email: aja@circus.bbs.no

or write me message on the BBS called: Byte Bazaar (+47 73523117)

Enjoy!

1.3 SMenu.guide/Disclaimers

Disclaimers
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SMenu is used on your own risk. And I will take no responsibility for damage on your equipment or brain :)

SMenu may be distributed on non-profit basis, and therefore thru channels like BBS'es, AmiNet or PD-disks.

### 1.4 SMenu.guide/Introduction

Introduction  
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SMenu requires kickstart 2.04

It have been tested on several configurations like:

A3000 (ks/wb 2.04, 3.1)
A4000 (ks/wb 3.0, 3.1)
Picasso II

SMenu have been developed with SAS/C 6.51 and CygnusEditor 3.50, on an A4000/040.

SMenu is a commodity that can open a little window on a any screen which have got a public name or a screentitle (If none of these exist then SMenu will not show them in it's list).

In this window you will find a closegadget and a special gadget when activatet will pop up with a list of the other screens open. This window can be opened with the default hotkey Lamiga z. To make it pop up every time, you must enter the configuration window, which have got the default hotkey Lamiga s.

There is also possible to make a button-gadget appear in the window, and when activating this gadget an arexx-script will be executed and then the window close. With this it is possible to terminate a program easily. This gadget have also got the default hotkey Lamiga a.

In the configuration it is also possible to specify a hotkey for each

screen.

With some configurations you can make the list-window pop up when a screen is opened, and it will in most cases also close automatic when the screen is closed. To make this possible I have patchet the system functions for opening and closing screens.

1.5 SMenu.guide/Installation

Installation

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The original LHA archive contains these files:

```
SMenu (dir)
  arexx (dir)
    CED_quit.rexx          DM_quit.rexx
    DOpus_quit.rexx        NComm_quit.rexx
    ADPro_quit.rexx        Thor_quit.rexx
    EDGE_quit.rexx         PPage_quit.rexx
    GED_quit.rexx          FinalW_quit.rexx
    ProCalc_quit.rexx
  SMenu
  SMenu.guide
  SMenu.Install
  SMenu.readme
  SMenu.info
  SMenu.info
```

Installation should be done with the installation script. Just click on the Installation icon and follow the instructions, and SMenu should be up and running on your system in no time.

I have not included the 'installer'-program in this archive, so you will have to find the program somewhere else. (Like the install disk which have been supplied with your system).

But if you don't find the 'installer'-program, you can copy the main program to the 'WBStartup'-drawer, and the arexx-scripts to 'REXX:SMenu/'-directory.

## 1.6 SMenu.guide/Starting SMenu

Starting SMenu

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In a normal installation SMenu will appear in the WBStartup drawer, and will therefore always be run in the startup.

To enable SMenu to open on different screens you will have to enter the config-window, which have got 'Lamiga s' as default hotkey. In this window you can configure how SMenu shall act with different screens.

And then save the configuration for later use.

1.7 SMenu.guide/Configuration

Configuration

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First there is the tooltypes that can be specified:

|                             |                                                                                         |
|-----------------------------|-----------------------------------------------------------------------------------------|
| CX_PRIORITY=<number>        | -This is the priority of SMenu<br>Default: 0                                            |
| CX_POPKEY=<hotkey>          | -This is the hot key for the config window<br>Default: Lamiga s                         |
| CX_LIST_POPKEY=<hotkey>     | -This is the hot key for the list window<br>Default: Lamiga z                           |
| CX_Q&A_POPKEY=<hotkey>      | -Hotkey for the extra button.<br>Default: Lamiga a                                      |
| CX_POPUP=<YES NO>           | -you can specify 'YES' here to make the config window pop up at startup.<br>Default: NO |
| DEFAULT_LIST_WIDTH=<number> | -The width of the list-gadget.<br>Default: 150                                          |
| DEFAULT_DISTANCE=<number>   | -The distance from the right edge of the screen, to place the window<br>Default: 23     |
| DEFAULT_Q&A_WIDTH=<number>  | -The width of the extra button.<br>Default: 50                                          |
| XBUTTON_NAME=<name>         | -The name of the quit and arexx button.<br>Default: Q&A                                 |

Then there is the config window:

You can access this window with the hotkey, starting SMenu once more or thru the Exchange commodity.

I will now explain the different gadgets in the config window:

- Listview 'Screens': Here you will find a list of every screen that SMenu has detected. And the first item in this list is a global definition.
- Buttons 'Up', 'Down', 'Top' and 'Bottom': Changes position of the selected item in the listview.
- Button 'Delete': With this gadget you can remove a screen from the list as long as this screen is closed.
- Checkbox 'Selector up on screen': With this gadget you can close and open SMenu's list on the screen specified in the listview.
- Checkbox 'Use global settings': Enabling this gadget make the selected screen use the values in the global definition.
- String 'Dist. to right edge': Here you can specify the distance from the right edge of the screen to the

- window border.
- String 'Width of list-gadget': Specifies the width of the list gadget.
- String 'Width of Q&A-gadget': Specifies the width of the extra button.
- Checkbox 'Popup on OpenScreen': Makes SMenu open the list-window every time the selected screen is opened.
- Checkbox 'Popdown after use': Make the list-window close after being used.
- Checkbox 'Quit&ARexx button': Adds a button-gadget to the list-window, and when selected will first close the list-window and then start a specified ARexx-script that as an example can close the screen.
- Button 'Select': Pops up with a file-requester from which you can choose a ARexx-script.
- Textbox : The name of the arexx-script to run.
- String 'Hotkey': Here you can specify a hotkey for the selected screen. Like 'Lamiga w' for the wb.
- Button 'Save': Will save the current configuration to a prefs-file in 'envarc:'.
- Button 'Hide': Closes the config-window. The window's close-gadget have got the same function.
- Button 'Quit': Terminates SMenu's operation, and closes all windows and removes the patch if possible.

## 1.8 SMenu.guide/ARexx interface

### ARexx interface

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SMenu have got a arexx-port called: SMENU.1

This arexx-port will accept the following commands:

- Quit: Terminates SMenu.
- POPUP <name>: Opens the list-window on the specified screen if it is found. The name specified is not case-sensitive.
- POPDOWN <name>: Closes SMenu's list-window on the specified screen. The name specified is not case-sensitive.

These commands are nice to use with especially DOpus and DiskMaster, and here are some examples of use with them:

DOpus: This will make SMenu close its window before DOpus quits.

```
ARexx      "address SMENU.1 popdown DOPUS.1"
```

```
ARexx      "address DOPUS.1 quit"
```

(This was written in the menu-config of configopus)

DiskMaster: This will do the same thing to DiskMaster.

```
AddCmd Quit, 31, extern sys:rexxc/rx "address SMENU.1 popdown DM";quit
```

SMenu can also execute ARexx-scripts when the extra button in the list-window is activated.

One of the included scripts look like:

```
/* SMenu CED-quiter script */

ADDRESS "rexx_ced" QUIT
```

This script will be executed after SMenu have closed it's list-window on the current screen. And in this case it would be CygnusEditor. The script will send an arexx-command to the program, and then makes it terminate.

You can easily modify one of these script to handle other programs as well. But that requires that the program have got an arexx-port and a arexx-command for quitting. If you make such a script please send them to me, so I can include them in the next release.

The arexx-script can also do different actions like iconfying the program.

1.9 SMenu.guide/Trouble-shooting guide

Trouble-shooting guide

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The main problem you can run into with SMenu is programs that find the SMenu window on their screen, and will not call the functions that I am patching. DOpus and DiskMaster act like this.

The solution to this is:

- 1) Send an arexx-command to SMenu before quitting the program.

Example: DOpus:

```
ARexx      "address SMENU.1 popdown DOPUS.1"
ARexx      "address DOPUS.1 quit"
```

Example: DiskMaster:

```
AddCmd Quit, 31, extern sys:rexxc/rx "address SMENU.1 popdown DM";quit
```

- 2) Add a button to SMenu's window which executes a arexx-script after closing the window. There are several such scripts in the archive for CED,DM,DOpus and NComm, and you can easily modify one of these to handle other programs as well.

## 1.10 SMenu.guide/Thanks

Thanks

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Special thanks to:

Torge Hjorth -For the gadget used in the SMenu-window, and other
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