

Startup-Menu

Lee Kindness

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COLLABORATORS

	<i>TITLE :</i> Startup-Menu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Startup-Menu	1
1.1	Startup-Menu documentation	1
1.2	Foreword... yawn	1
1.3	Files	2
1.4	Installation	2
1.5	Your clean new startup-sequence	3
1.6	Getting it together	4
1.7	System options	5
1.8	new	5
1.9	No click	5
1.10	phrases	5
1.11	Top	5
1.12	Up	5
1.13	Bottom	5
1.14	Bubble bobble Sort	6
1.15	New	6
1.16	Move it out... Get out of here	6
1.17	Clone drone	6
1.18	Gadget List	6
1.19	ASynch	6
1.20	Priority	7
1.21	Stack	7
1.22	Input/Output	7
1.23	Gadget text	7
1.24	Directory	7
1.25	Command	7
1.26	Command requester	7
1.27	I have the key, I have the secret	7
1.28	Hokay	8
1.29	Cancel	8

1.30	Across	8
1.31	Down	8
1.32	Screen...	8
1.33	Font	8
1.34	Those nice colours	8
1.35	Slag people off with your titles...	8
1.36	Save for prosperity	9
1.37	Save for another day	9
1.38	????????????????????????????????????????????????????????????	9
1.39	Knock knock, open up	9
1.40	Shake, shake let me out	9
1.41	ARexx	9
1.42	Send Arexx Commands?	9
1.43	Initial Command	10
1.44	Exit Command	10
1.45	Rexx Command	10
1.46	Rexx Port	10
1.47	Test	10
1.48	Usage	10
1.49	Program Arguments	11
1.50	Thanks	11
1.51	acorn	12
1.52	Reqtools library	12
1.53	Program History	12
1.54	BackChat	14
1.55	Rogues	15

Chapter 1

Startup-Menu

1.1 Startup-Menu documentation

Documentation for Startup-Menu version 1.5 ©1994 Lee Kindness

Foreword	: introduction, features and legal stuff
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 address and more

1.2 Foreword... yawn

Copyright

This documentation describes release 1.5 of Startup-Menu. This Program is freely distributable. However copyright is retained by the author and no more than a nominal fee may be charged for distribution (price of media plus copying fee). When distributed no part of the package should be crunched with a cruncher such as PowerPacker. If the end user wishes the program to be packed, they will pack it, and there is nothing worse than PowerPacked AmigaGuides. The program may of course be distributed in archive form. However all files must be included in the distribution.

Legal stuff

In short, if any thing happens it's not my fault! You use this program at your own risk.

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.

STARTUP-MENU REQUIRES KICKSTART 2 (V36) OR GREATER

1.3 Files

Distribution should include :

```
Wangi:SM
|
| SMPrefs.info
|-S <dir>
| | Startup-Menu.prefs
| |-SM <dir>
| | | SM_1.WIT
| | | SM_2.WIT
| | | start.cli
| | | SMPrefs
| | \textdegree{}
| | startup-sequence_OS2
| | startup-sequence_OS3
| | OMP_sminit.Rexx
| | OMP_smexit.Rexx
| \textdegree{}
| reqtools.library
| Startup-Menu.GUIDE
| Startup-Menu.GUIDE.info
| Startup-Menu
| Install_SM.info
| Install_SM
| SMSRC.LHA                                {Included if wished}
| SMPrefs
\textdegree{}
This listing was created using Bush, another program written by me : )
```

1.4 Installation

The included 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.OLD" 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...

>> Click here to install <<

1.5 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:

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.wb ; 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.wb ; what to execute if an error occurs
ENDIF
endcli >NIL:

;***** end

```

1.6 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 program appears similar to this :

```

| $\times$ | _____ | # | D |
|
| Top      | _____ ^ | Across | |
| Up       |          || Down   |
| Down    |          || Screen... |
| Bottom  |          || Font...  |
| Sort    | Gadget List || Palette... |
| New     |          || Titles... |
| Remove  |          || ARexx...  |
| Copy    |          || Test      |
|         |          || System options |
|         | _____ v | Phrases  |
|
| Save    |          | Cancel  |
|_____ |

```

The editor also has the following menu :

```

Project
Open...  |Æ| O
New      |Æ| N
=====
Save     |Æ| S
Save as... |Æ| A
=====
About    |Æ| U
=====
Quit     |Æ| Q

```

>> Try out the preference editor <<

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 synonym 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

1.8 new

Clears the list allowing the start of a new preference file.

1.9 No click

If selected the annoying click of all drives will be turned off.

1.10 phrases

This checkbox toggles if phrases will be scrolled across the bottom of the menu. When the option is turned off the menu will initialise faster.

1.11 Top

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

1.12 Up

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

1.13 Bottom

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

1.14 Bubble bobble Sort

Sorts the list into ascending alphabetical order.

1.15 New

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

1.16 Move it out... Get out of here

Removes the current item from the list.

1.17 Clone drone

Copies the selected item.

1.18 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 similar to this:

```

| $\times$ | _____ | D |
|          |          |          |
|  Gadget text          |          |
|    Directory          |          |
|      Command          |          |
|        Key           Cmd... ASynch |          |
|      Priority         Stack          |          |
|  Input/Output          |          |
| ARexx Command          |          |
|    ARexx Port          |          |
|          |          |          |
|    OK           Cancel |          |
|          |          |          |

```

1.19 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.

1.20 Priority

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

1.21 Stack

Specifies the stack size of the launched command.

1.22 Input/Output

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

1.23 Gadget text

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

1.24 Directory

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

1.25 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 "None" will create a comment box, this box will be a recessed bevelbox and not a gadget on the menu.

1.26 Command requester

Uses a file requester to fill the command and directory gadgets instead of typing them in.

1.27 I have the key, I have the secret

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

1.28 Hokay

Returns to the main window, accepting changes.

1.29 Cancel

Returns to the main window, rejecting changes

1.30 Across

Determines how many gadgets there will be horizontally.

1.31 Down

Displays how many gadgets there will be vertically.

1.32 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)

1.33 Font

Activates requester from which the font used in the menu can be picked, along with its style and size (6..30 point).

1.34 Those nice colours

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

1.35 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.

1.36 Save for prosperity

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

1.37 Save for another day

Requester allowing user to save a preference file elsewhere.

1.38 ?????????????????????????????????????????????????????????????

Some information!!!

1.39 Knock knock, open up

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

1.40 Shake, shake let me out

Exits the program without saving the preference file.

1.41 ARexx

```

| $\times$ | _____ | D |
|
|   Send Arexx commands   |
| Initial ARexx command   |
|   Initial Rexx Port     |
|   Exit ARexx command    |
|   Exit ARexx Port       |
|
|   OK                      Cancel   |
|_____|

```

1.42 Send Arexx Commands?

This checkbox toggles 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.

1.43 Initial Command

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

ARexx Support

1.44 Exit Command

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

ARexx Support

1.45 Rexx Command

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

ARexx Support

1.46 Rexx Port

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

ARexx Support

1.47 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

1.48 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 three occasions, startup, exit and choice. By default all these commands are sent to the port 'PLAY', the ARexx port of Upd, a sample player. The default commands are :

```
Startup      :   id SM_INIT
```

```
Choice      :   id SM_CHOICE
exit       :   id SM_EXIT
```

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

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 script 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 REXX must be active for ARexx commands to operate.

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 and SM_2.WIT)
- create a new file which contains the new phrases and is stored in S:SM/ and has an extension of .WIT

1.49 Program Arguments

Startup-Menu PREFSFILE,TEST/S,NOFLUSH/S

pref file :

Use a preference file other than the default which is S:Startup-menu.prefs.

NOFLUSH :

Normally on exit startup-menu flushes the memory to free memory that may have been used by fonts and libraries. Some programs may not like this. The option turns off the flushing.

TEST :

Like test in the preference editor.

1.50 Thanks

Thanks go out to :

Nico François : for Reqttools.library

Stefan Becker : source for the excellent ToolManager, which was helpful.

Stephan Fuhrmann : the idea for the filliping up of the window which I poached from PowerPlayer. PowerPlayer is an ideal program to use via the ARexx commands.

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, these were taken from an application on the coverdisk of Acorn User , RISCOS Invaders, so don't blame me if they are crap!

1.51 acorn

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

1.52 Reqtools library

Extract from Reqtools documentation :

```
*****
reqtools.library
The requester toolkit.
Release 2.1
(C) 1991/1992 Nico François
*****
```

1.53 Program History

SM is written in HighSpeed Pascal on an Amiga A1200 120MBHD ParNETed to an A600 SD.

- o v1.00 : 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!

- o v1.1 : 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 default public screen.
 - Install script does not use GetOption anymore, uses standard ask.
 - Source now in archive form.
 - Documentation now in Amigaguide format.

 - o v1.11 : 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.

 - o v1.12 : 04.05.94
 - When new selected in preference editor the edit window is automatically brought up.
 - Documentation improved, links to commands eg prefs editor.

 - o v1.2 : 09.05.94
 - New options
 - send no ARexx commands.
 - display no scrolling text.

 - o v1.3 : 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.

 - o v1.4 : 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 popped up after using 'cmd...'. Was redundant now because of 'ASynch'.
- o v1.5 : 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 knowledge).
 - 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.
 - Lots more I have forgotten.

1.54 BackChat

Hi, SM was written by me, Lee Kindness. I would really like to hear from you if you use this program, any suggestions on how to improve it are welcomed, along with fumes of bugs.

I wrote SM due the frustration I had when running memory hungry games and applications, having to disable the startup-sequence and all that.

I can be contacted at the following address :

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

Note if you want the current version of SM then send £2 (or equivalent) to me (you will also get many more utilities). Any ideas about programs that you want are also welcome.

---->EOF

1.55 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 bairn-
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