

# **Startup-Menu**

Lee Kindness

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> Startup-Menu		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Startup-Menu

### 1.1 Startup-Menu documentation

Documentation for Startup-Menu version 1.39 ©1994 Lee Kindness

Foreword	: introduction + features
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 and registration

### 1.2 Foreword... yawn

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.
- Can pop up only if a certain qualifier is depressed.
- Shows System time and free memory.
- The menu can stay active after a command has been launched or it can quit.
- A file can be displayed on the menu background, be it a picture, text or sound (even animations, movies and songs with WB 3.1). Requires WB 3.
- ... more, more, more

STARTUP-MENU REQUIRES KICKSTART 2 (V36) OR GREATER

---

## 1.3 Installation

The included C= Install script should be used to install SM. This script will copy :

```
the main program to C:
the preference editor to SYS:Prefs/
  Regtools.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.SMOLD" 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...

... Why not install SM, try it out and then use the remove script if you are unhappy?

## 1.4 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:
C:Assign >NIL: LIBS: SYS:Classes ADD  ; So Datatypes are available

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

;***** end

```

## 1.5 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 main window contains the following gadgets:

A listview showing all current menu buttons. Double clicking this allows the options of a button to be altered.

List manipulation gadgets:

- Top
- Up
- Down
- Bottom
- Sort
- New
- Remove
- Copy

The listview to the right of the window lets you select which group of settings you wish to alter. Double clicking on the desired option will



allow you to change the settings. A new window will normally be brought up. The current groups of settings are:

```
Screen & Window
ScreenMode
Font
Scroll Font
Palette
Titles
ARexx
System Setings
Qualifiers
```

Preference file gadgets:

```
Save
Cancel
```

The editor also has the following menus :

```
Project
Open...      |Æ| O
Save as...   |Æ| A
Test
=====
About
=====
Quit         |Æ| Q

Edit
Reset To Defaults |Æ| O
Restore          |Æ| N
```

>> Try out the preference editor <<

## 1.6 Reset To Defaults

Resets all preferences to their default values and clears the list.

## 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.

Flush memory : If selected then the memory will be flushed after the menu quits. This can free memory that is used for fonts and other resident files.

## 1.8 Screen Type

If the checkbox marked "Phrases" is ticked then phrases will be scrolled along the foot of the menu.

The "Across" gadget specifies how many buttons wide the menu will be, the corresponding height is shown in the "Down" gadget.

The "Wait" gadget specifies the amount of time (seconds) that the menu will wait until quitting. This can be used to execute a default Startup-sequence after a period of time, eg in your ss:

```
Failat 21
C:Startup-Menu
IF WARN
  execute >NIL: S:Startup-sequence.SMOLD ; default SS
ENDIF
```

NB:

The time is only recorded when the menu window is active. A value of 0 disables this function.

The "Screen" cycle gadget lets you choose the basic layout of the screen. The following are possible:

RAM + Time : Free RAM and the current time is shown on the menu.

Backdrop Window : The menu is one of Intuition's special backdrop windows.

Normal : Eh, kinda normal, bog-standard old SM look.

Display File : A file will be shown behind the menu. the file to be displayed is shown in the "File" gadget, you can use "^" to get a file requester. When "Ok" is selected this file will be loaded and if the Screen, width height or number of colours it requires are different than the current preferences then the preferences will be changed to match those of the file. The "Play Immediately" and "Repeat Playing" gadgets specify if the object will start to play immediately if the playing is to loop. These options require V40 (3.1) of Workbench.

## 1.9 Flush Memory

If selected startup-menu flushes the memory to free memory that may have been used by fonts and libraries.

## 1.10 Qualifiers

Brings up a window which contains a number of checkmark gadgets. Each gadget represents a key/qualifier on the Amiga keyboard or mouse. The menu will only appear if the selected qualifiers are active when Startup-menu is launched. If they are not present then SM will quit with return code 10, this can make a default startup-sequence be used unless the qualifier is active, eg:

```
Failat 21
C:Startup-Menu
IF WARN
  execute >NIL: S:Startup-sequence.SMOLD ; default SS
ENDIF
```

If the "Applicability" is set to "All" then every selected qualifier must be pressed. However if it is set to "One" then only one (or more) must be pressed.

## 1.11 Restore

Restore the preference settings to their state when the program was loaded.

## 1.12 Top

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

## 1.13 Up

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

## 1.14 Down

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

## 1.15 Bottom

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

## 1.16 Bubble bobble Sort

Sorts the list into ascending alphabetical order.

---

## 1.17 New

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

## 1.18 Move it out... Get out of here

Removes the current item from the list.

## 1.19 Clone drone

Copies the selected item.

## 1.20 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 with the following gadgets:

Gadget Text  
Directory  
Command  
Key  
Asynchronous  
Priority  
Stack  
Input/Output  
ARexx Command  
ARexx Port  
New Shell  
From  
Window  
Quit after  
OK  
Cancel

With these gadgets/options it is possible to to have a number of different types of button on the menu:

1. COMMAND BUTTON. Launches the command in the Command gadget, and can optionally send an ARexx command (ARexx Command gadget) to the port in the ARexx Port gadget. Can also create a new Shell (using New Shell and From gadgets).

2. AREXX BUTTON. Sends an ARexx command, specified in the ARexx Command gadget, to the port of a program whose Arhex port name is specified in the ARexx Port gadget. Can also create a new Shell (using New Shell and From gadgets). Directory and Command should be left empty.

3. NEWSHELL BUTTON. Creates a new Shell. The file specified in the From

---

gadget is used as the FROM file for the Shell. Can optionally send an ARexx command (ARexx Command gadget) to the port in the ARexx Port gadget. Directory and Command should be left empty.

4. COMMENT BUTTON. Used as a comment on the created menu. A recessed bevel-box is created rather than a gadget. The Command gadget should contain 'Comment'.

NB: Pressing the close gadget on any of the windows is equivalent to selecting Cancel.

## 1.21 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.

## 1.22 New Shell

If selected a new Shell will be created after the command is executed.

## 1.23 From

Specifies the FROM script file for the new shell.

## 1.24 Window

Specifies the window of the new shell.

## 1.25 Quit after

If selected the menu will quit after this button is pressed.

## 1.26 Priority

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

## 1.27 Stack

Specifies the stack size of the launched command.

---

## 1.28 Input/Output

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

## 1.29 Gadget text

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

## 1.30 Directory

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

## 1.31 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 "Comment" or "None" will create a comment box, this box will be a recessed bevelbox and not a button on the menu. The "Command" and "Directory" gadgets can be filled in using a file requester which is accessed by the "^" button.

## 1.32 I have the key, I have the secret

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

## 1.33 Hokay

Returns to the main window, accepting changes.

## 1.34 Cancel

Returns to the main window, rejecting changes

## 1.35 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)

### 1.36 Font

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

### 1.37 Scroll Font

Activates requester from which the font used in the menu for the scrolling text can be picked, along with its style and size.

### 1.38 Those nice colours

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

### 1.39 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.

### 1.40 Save for prosperity

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

### 1.41 Save for another day

Requester allowing user to save a preference file elsewhere.

### 1.42 ?????????????????????????????????????????????????????????

Some information!!!

### 1.43 Knock knock, open up

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

---

## 1.44 Shake, shake let me out

Exits the program without saving the preference file.

## 1.45 ARexx

```
Send ARexx commands
Initial ARexx command
Initial ARexx Port
Precmd ARexx command
Precmd ARexx port
Exit ARexx command
Exit ARexx port
OK
Cancel
```

## 1.46 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.

## 1.47 Initial Command

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

ARexx Support

## 1.48 Exit Command

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

ARexx Support

## 1.49 Precommand Command

This ARexx command will be executed when a gadget is pressed only if the gadget quits after being pressed.

I use this to set the default public screen back to Workbench. The default public screen was set by Publican in the initial ARexx command to SUPMENU, thus all windows that open while the menu is active open on the menus screen.

ARexx Support



## 1.50 Rexx Command

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

## 1.51 Rexx Port

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

## 1.52 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

## 1.53 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 four occasions, startup, exit, just before a command and when a command is selected. By default all these commands are sent to the port 'PLAY', the ARexx port of Upd, a sample player. The default commands are :

on startup	:	id SM_INIT
precommand	:	id SM_PRECMD
on choice	:	id SM_CHOICE
on exit	:	id SM_EXIT

Three of these are globally defined in the preference while the choice command is set for each button on the menu.

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

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 scripts should be included in the distribution. One script is an initialisation script and the other is an exit script. They allow an OctaMED module to be played while the menu is active. See the scripts for more information.

---

NB:

RexxMast must be active for ARexx commands to operate.

Public Screen

~~~~~

Startup-Menu opens a public screen. Its name is "SUPMENU" (without "). This screen is valid before the initial ARexx command and after the final ARexx command, so it may be used by programs (causing the workbench screen not to be opened).

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 , SM\_2.WIT and Smiley.WIT )
- create a new file which contains the new phrases and is stored in S:SM/ and has an extension of .WIT

Smiley.WIT contains over 765 smileys and descriptions for each.

The phrase files may have comments in them, these are marked by ";" or "##" at the start of line. For example:

```
; This is a comment
## This is another
#-) this is not a comment
```

NB:

Only a max. of 10 .WIT files are used.

## 1.54 Program Arguments

Startup-Menu PREFSFILE,NOQUAL/S

PREFSFILE :

Use a preference file other than the default which is S:Startup-menu.prefs. Enter the name of the required file, eg:

Startup-Menu S:OtherSMPrefs.Prefs

NOQUAL :

Force the menu to open even if the qualifiers specified in the preference file are not present. Eg:

Startup-Menu NOQUAL

## 1.55 Thanks

Thanks go out to :

Nico François : for Reqtools.library

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

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 (SM\_1.WIT and SM\_2.WIT), these were taken from an application on the coverdisk of Acorn User , RISCOS Invaders, so don't blame me if they are crap!

David W. Sanderson,  
Yves Perrenoud : for the smileys.

Adam Kindness,  
Tom Pettigrew,  
Jon Pettigrew : For [Beta] testing.

Asher Feldman : I took the idea of having the menu only pop if a certain qualifier was depressed from his program Slect (Slect is similar to SM, but has a \_lot\_ less features and is not as flexible ... and also SM is not a copy of Slect, I only came across Slect in August 94 (on the AUI superdisk [DQua and NewEXT which are written by me were also on the disk :-) ])

## 1.56 acorn

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

## 1.57 Reqtools library

Big thanks to Nico.  
Extract from Reqtools documentation :

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

## 1.58 Program History

SM is written using HighSpeed Pascal on an Amiga A1200 with a 120MB HD, 2+4MB RAM and a 68030 CPU. It has been tested on the previous using Enforcer and on a bog-standard A600.

### Revision History

~~~~~

(+ denotes a new feature or change, - a bug fix... loosely)

#### 1.00 : 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!

#### 1.1 : 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 the default public screen.
- + Install script does not use GetOption anymore, uses standard ask.
- + Source now in archive form.
- + Documentation now in Amigaguide format.

#### 1.11 : 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.

#### 1.12 : 04.05.94

- + When new selected in preference editor the edit window is

automatically brought up.

+ Documentation improved, links to commands eg prefs editor.

#### 1.2 : 09.05.94

+ New options

1. send no ARexx commands.

2. display no scrolling text.

#### 1.3 : 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.

#### 1.4 : 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'.

#### 1.5 : 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 knowlage).

+ 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.

+ Screen opened now public (SUPMENU).

+/- Lots more I have forgotten.

---

- 1.5b : 23.06.94
    - > Support file only change.
    - Changed docs so that pubscreen feature is now documented
    - + Added smiley.WIT
    - + Added my setup (My\_S.LHA).
  - 1.5c : 30.06.94
    - > Support file only change
    - Altered install script. It was installing the OS2 sequence on OS3 machines and vice-versa.
    - Altered documentation.
  - 1.5d : 14.07.94
    - > Support file only change
    - + Install script now uses CBM installer.
    - + Removal script added, SM can now be tested.
  - 1.6 : 22.07.94
    - + Shareware now.
    - + .WIT files can now have comments (; or ##)
    - removed unneeded cd in .WIT handling.
    - + .WIT handling much faster (over 800%!). Before the entire .WIT file was copied into memory and then phrases were picked from it, now only the selected phrases are readin using OS functions.
  - 1.7 : 23.07.94
    - + Now shows Time and free memory
  - 1.8 : 24.07.94
    - Removed bug when then menu launches a program that does not Asynch set in its config. The I/O file handles were not being close and as a result memory was being lost.
    - Removed bug when the Time/RAM display was being munged as a result of not being totally erased before being rewritten.
  - 1.9 : 28.07.94
    - The menu occasionally vegged with just the screen opened when launched. This was due to a partially uninitialised tag list being passed to OpenWindow(). Fixed.
  - 1.10 -|
  - 1.11 -|- Skipped due to wrong version numbering earlier :-o
  - 1.12 -|
  - 1.13 : 01.08.94
    - + Added the ability to select the scrolling text font.
  - 1.14 : 08.08.94
    - + Added NewShell after command launch plus FROM to specify the from file.
    - + Added option to allow the menu not to quit after a selection.
    - + Qualifiers are now selected from the preference editor.
-

- + Added Wait option. If after Wait seconds a selection has not been made then menu will quit. Suggestion from Deitrich Scheurer.
- Reworked GUI, on 200 line NTSC screens the bottom was being cut off.

1.15 : 09.08.94

- Added to documentation to reflect better on the types of buttons available on the menu.
- 'Comment' is now used to specify a comment rather than 'None'.
- If "Command" is empty no command is launched.

1.16 : 11.08.94

- + TEST argument removed and is now part of the prefs file.
- + NOFLUSH argument removed, now specified by "Flush" gadget on the GUI.
- + NOQUAL argument added. Forces the menu to open even if the qualifiers are not present.
- If you were removing a key-shortcut from a button so that it would have no shortcut the prefs file was being saved unchanged. Fixed this.
- Adjusted sizing of requester gadgets.

1.17 : 11.08.94

- Was saving in test mode. Fixed.

1.18 : 12.08.94

- Time out is now stopped after a gadget is pressed, even if it returns to the menu.
- + Backdrop checkmark gadget removed, A cycle gadget replaces it to make options clearer.

1.19 : 14.08.94

- Changed SMPrefs window title to "Startup-Menu preferences"

1.20 : 28.08.94

- + Precmd ARexx command is now sent.
- + Can now specify the window for the New Shell.
- Cleaned up the gadget window.
- Changed the size of the checkmark gadgets so that they are allways square.

1.21 : 28.08.94

- Removed duplicate sections of code in Startup-Menu, thus making it smaller in size.
- + In Test mode when a gadget is selected if it is set not to quit then the menu will not quit.

1.22 : 29.08.94

- Time display on the menu now has leading zeros when the seconds/minutes are less than 10... Happy Jon?
- + Time now displayed in user's default Locale.
- + Added the "Normal" choice in the "Screen" gadget

1.23 : 30.08.94

- Preference file now saved/loaded using OS functions (
-

Fputs & FGets). As a result it is much faster and also eliminates a bug (sometimes the menu would fail with run-time error -1 when loading a preference file, this was no error of mine).

1.24 : 01.09.94

- + Added Datatype object on background.

1.25 : 01.09.94

- + If WB 2.1 or higher is present then the ASL screenmode requester is now used rather than the Reqtools one for the "Screen..." requester.

1.26 : 03.09.94

- + Added the "Play Immediately" and "Repeat Playing" gadgets to the "Display File" window. These specify if the object will start to play immediately if the playing is to repeat. These options require V40 (3.1) of the OS.

1.27 : 04.09.94

- The "Screen..." requester no longer displays Duelplayfield modes (DPF and DPF2).

1.28 : 05.09.94

- Fixed Enforcer hits.

1.29 : 06.09.94

- Fixed Qualifier feature so that all specified options must be present rather than any of the set.

1.30 : 21.09.94

- + Various minor changes to the information requester in SMPrefs.

1.31 : 21.09.94

1.32 : 28.09.94

- + The menu window now has a zoom gadget, also RMB and MMB now call ZipWindow() to iconify the window.
- + Startup-Menu is smaller in size.

1.33 : 28.09.94

- + "Save" and "New" menu items removed.
- + Edit menu added, with "Reset to defaults" (to replace "New") and "Restore".
- "Flush" gadget was not being updated on loading of pref files -- fixed.
- Various settings were not being reset by the "Reset to defaults"/"New" menu item -- Fixed.
- "Test" was hanging after a "Reset to defaults"/"New" selection due to improper initialisation of the menus screen/window titles -- Fixed.
- "Shanghai" and "PopPubScreen" options now default to true as they should.

1.34 : 29.09.94

- + GUI of SMPrefs given a facelift. It now looks "cleaner".

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The army of buttons that were on the right of the window have been replaced by a cycle gadget and a single button to alter the setting as selected by the cycle gadget. Bevel boxes have been removed.

- + Various options moved around, "Flush" goes to "System options"; "Across", "Down", "Wait" and "Screen Type" go to "Screen & Window"
- + "Test" menu item added, button removed.
- + Size reduction.

1.35 : 30.09.94

- + GUI cleaned up a bit more, more uniform now.
- + The cycle gadget that was added in the last revision has been replaced with a list view display for ease of use. Double clicking on an item in the list lets you modify its settings. As a result the "Alter..." button has been removed.

1.36 : 02.10.94

- + Yep, yet more GUI cleanup. The second level windows were cleaned up, gadget placement reworked and a small "^" gadget added in place on the "Command..." and "Alter..." gadgets.

1.37 : 02.10.94

- + Added "Applicability" to qualifiers. This gives the option of the qualifiers working as they did before 1.28 (Tom liked it better that way :-?).

1.38 : 04.10.94;

- Fixed positioning of gadgets when the font was to big and had to be replaced by topaz8 (SMPrefs).
- + Added disabled "Save Icons?" menu item.
- Fixed bug after "Bottom" was used. The item above the selected item was being selected.

1.39 : 20.10.94

- Changed all ASL tags to new ASLfx\_ style.

To Do (28.09.94)

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1. Get HAM pictures working.
  2. Allow menu to open on a user specified public screen. (SM is starting now to become a general program launcher like Tool Manager)
  3. Allow commands be be launched as WB processes, taking Tooltype arguments. Will probably use WBStartup by Stefan Becker for this.
  4. Add a Cycle gadget to the gadget edit window in order to make more apparent the different types of buttons available, and also to ghost/clear unneeded fields.
  5. Anything that you suggest that is nay off the heid and is useful.
-

## 1.59 BackChat

I can be contacted at the following address :

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

If you find SM useful and continue to use it then I invite you to sent a donation to show your gratitude. The amount is negotiable, you can send gifts if youwish. You will be sent the current registered version of SM, (and a heap more progs) if you send a lot then you will recieve more updates later. Currently the only difference in the registered version of SM is that the Information window is not popped up every time you exit SMPrefs.

Any ideas about programs that you want are also welcome, along with bug reports.

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## 1.60 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 bain-  
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

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