

StartSetup

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	<i>TITLE :</i> StartSetup		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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NUMBER	DATE	DESCRIPTION	NAME

Contents

1	StartSetup	1
1.1	StartSetup	1
1.2	Welcome to StartSetup	1
1.3	The Menu Tree	1
1.4	Adding Menus	3
1.5	Adding programs	4
1.6	Removing items	5
1.7	Quitting	5

Chapter 1

StartSetup

1.1 StartSetup

- Introduction
- The Menu Tree
- Adding Menus
- Adding Programs
- Removing Items
- Quitting

1.2 Welcome to StartSetup

StartSetup is the program you use to create/delete menus and menu-items for the StartMenu program.

StartSetup was written by John Corigliano and is being placed in the public domain.

StartSetup requires MUI and OS 2.0+

Use this software at your own risk.

1.3 The Menu Tree

When you run StartSetup, the menus are displayed in a listview gadget in "tree" form. Menus (items which open up to other menus) are displayed in bold and have an arrow character next to them. Programs (items that launch programs) are displayed in normal type.

A tree can either be "folded" or "unfolded". If it is folded, the arrow will point to the left, and none of its children will be displayed. If it is unfolded, the arrow points down, and its children are visible.

An example will explain this. Every tree has the "Programs" menu as its root. Everything is added to the programs menu. Now,

suppose we add a menu to the "Programs" menu - call it "Text Utils". Then we add two programs to the "Text Utils" menu - "More" and "Ed". If the tree were unfolded, it would look like this:

```
v Programs
  v Text Utils
    More
    Ed
```

"Text Utils" is a child of "Programs". "More" and "Ed" are children of "Text Utils". "More" is a sibling of "Ed" and vice versa.

If we fold the "Text Utils" menu item (by double-clicking it), the tree would look like this:

```
v Programs
  > Text Utils
```

"More" and "Ed" are still in the tree, they're just not visible.

If we saved this tree and started the StartMenu program, our menus would look like this:

```
-----
| Programs      >| Text Utils >| More |
| System Prefs >|-----| Ed   |
| Edit Menu     |           -----
| Find...       |
| -----      |
| Shut Down     |
|-----
```

Now, let's add two siblings to "Text Utils" - "Clock" and "Calculator". If the tree were unfolded it would look like this:

```
v Programs
  v Text Utils
    More
    Ed
    Clock
    Calculator
```

And our StartMenu looks like:

```
-----
|           | Text Utils >| More |
-----| Clock   | Ed   |
| Programs  >| Calculator |-----
| System Prefs >|-----
| Edit Menu  |
| Find...    |
| -----   |
| Shut Down  |
|-----
```

Lastly, let's add a sibling menu to "Ed" called "WP". Then add a child program to "WP" called "Final Writer". The unfolded tree is:

```

v Programs
  v Text Utils
    More
    Ed
  v WP
    Final Writer
  Clock
  Calculator

```

And the StartMenu is:

```

-----
| Text Utils >| More |
-----| Clock      | Ed  |-----
| Programs    >| Calculator | WP >| Final Writer |
| System Prefs >|-----
| Edit Menu   |
| Find...     |
| -----    |
| Shut Down  |
-----

```

I hope this makes sense!

1.4 Adding Menus

To add a new menu to the tree, the first step is to make sure the "Add" page is the current page. Next, make sure the cycle gadget reads "Menu". The only string gadget that matters for menus is the one labeled "Name". Enter the name of the new menu in there. The last step is to decide where you want to new menu to go. To do this, hilight the menu or program in the tree that you want the new menu to be underneath. When adding to the tree, new items are always placed below the selected item.

If the selected item is a program, then the new menu is added directly below the program (it becomes a sibling of the program). For example, suppose we want to add a menu named "Graphics" to this tree:

```

v Programs
  File1a
  File2a
  v Menu1
    File1b
    File2b
  File3a
  File4a

```

If we hilight "File3a", enter "Graphics" in the name string gadget, make sure the cycle gadget reads "Menu", and click the "Do It!" gadget, the tree becomes:

```

v Programs
  File1a
  File2a

```

```

v Menu1
  File1b
  File2b
  File3a
> Graphics
  File4a

```

If the highlighted item is a menu, we need to decide if the menu we are adding is going to be a child of the highlighted menu or a sibling. A requester will ask you this question when you try to add something to the tree and the highlighted item is a menu.

For example, using the tree above, suppose we want to make the new "Graphics" menu a child of "Menu1". We would highlight "Menu1", then after we click "Do It!" tell the requester that we want "Graphics" to be a child of "Menu1". The tree would then look like this.

```

v Programs
  File1a
  File2a
  v Menu1
    > Graphics
      File1b
      File2b
    File3a
    File4a

```

However, if we tell the requester to make "Graphics" a sibling, the tree will turn out like this:

```

v Programs
  File1a
  File2a
  v Menu1
    File1b
    File2b
  > Graphics
    File3a
    File4a

```

Do you see the difference?

1.5 Adding programs

Adding programs to the tree is very similar to adding menus, so you should read that section first.

To add a program use the file gadget labeled "File" to select a program or script from your hard disk. Once you select a file, all the other gadgets are filled in automatically. However, if you are not happy with the settings, you may change them. Here's what they are:

```

"Name"  - the name that will appear in the tree
"File"  - the program or script to run
"Dir"   - the directory that will be the program's Current Directory

```

"Args" - arguments to be passed to the program
"Output" - the standard output for the program. Usually this is "NIL:"
but you can change it to a console or regular file.
"Stack" - amount of memory given to the program as it's stack
"Pri" - the program's priority when it is run

Also, you need to make sure the cycle gadget is on the right setting:

Menu - that's for menus, not programs
Executable - regular programs
DOS Script - script files
ARexx Script - ARexx programs

Note: if you use the asl file requester, all these values will be set by the program.

After setting these values (or using the ones supplied), add the program just as you would add a menu.

1.6 Removing items

Removing items from the tree is very easy. Select the item to remove, go to the "Remove" page and click "Do It!".

NOTE: If you remove a menu, you remove ALL of its children, too.

1.7 Quitting

After you've made all the changes and you want to save them, click "Save". However, if you decide you don't want to keep the changes click "Cancel".

If you have the StartMenu program running, you'll need to tell it that you've made some changes. To do this, click the "Start" button and select "Shut Down". When the requester appears, select "Restart". This tells StartMenu to re-read the prefs file.
