

## **Buttonz**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Buttonz		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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# Chapter 1

## Buttonz

### 1.1 Buttonz: Main Menu

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#### BUTTONZ V1.2 CONTENTS

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About Buttonz	- What is Buttonz?
Distribution	- How to distribute Buttonz.
Disclaimer	- No warranty here!
Using Buttonz	- How to define configuration files etc.
Config Files	- Writing your own configuration files.
History	- How has Buttonz improved?
Registration	- How to register your copy.
Satanic Dreams	- Satanic Dreams Software.
V1.3 UPDATE!	- V1.3 Addendum

### 1.2 Buttonz: V1.3 Addendum

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#### V1.3 ADDENDUM

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This is the latest version of Buttonz, released 26/6/99. A few things have changed since V1.2, which means some of the documentation is slightly incorrect. The following things are new to V1.3:

- Buttonz now uses Gadtools menus instead of the Blitz equivalents.
  - ~The about, registration, owner and data file menus are now sub menus in the 'Help' menu.
  - A 'Quit' button has been added to the 'Help' menu incase you have disabled the 'Exit Buttonz' button at the bottom of the screen. Right Amiga 'Q' will also quit.
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- When you click on any menu item in the 'Help' menu, except 'Quit' a window appears showing your processor, Workbench version, and screenmode details.
- The configuration file hasn't changed, you can use V1.2 configuration files, or V1.3 - they are the same!

## 1.3 Buttonz: About

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### ABOUT BUTTONZ

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Buttonz is my version of the popular Menu Master program used by P.D libraries, by Dave Matthewson. Now, lets face it, Menu Master III was made in 1993. 6 years on and people are still using it, so I thought they needed something better, so I made my own version for my own P.D library called Swap.pD. After a lot of time and effort V1.0 was complete, and I released the first version of my Swap.pD catalogue disk, and many people liked it. I then set about added new features and removing bits that people didn't like, and Buttonz 1.2 was born!

If you don't know what I'm on about then I'll explain. Menu Master is a program where the user can configure 32 different buttons to do what he/she wants them to do. Then, when they load Menu Master again, their buttons will be displayed and they can click on them. Buttonz is similar, but as yet it doesn't have a program to make a configuration file, and only 20 buttons.

## 1.4 Buttonz: Distribution

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### DISTRIBUTING BUTTONZ

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This version of Buttonz can be distributed as much or as little as you like, so long as all the original files are included in the archive. I would also like to be contacted if you make more than one copy to send to P.D libraries etc. Please DO NOT distribute registered versions of Buttonz, if you do I will know, because your name will be on it. The only reason why I want people to register is so that I know how many people actually want to use my creation! If you want to put Buttonz on a magazine cover disk or C.D then please contact me first. I may want a small payment, and I will register the version for the magazine or C.D.

This version is registered to

.....  
THE AMIGA COMMUNITY  
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## 1.5 Buttonz: Disclaimer

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### DISCLAIMER

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This software is provided as-is, without warranty of any kind, either expressed or implied. In no event will the author(s) be liable for direct, indirect, incidental or consequential damages or data loss resulting from the use or application of this software. The entire risk as to the results and performance of this software is assumed by the user!

## 1.6 Buttonz: Using Buttonz

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### USING BUTTONZ

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Buttonz can be launched from Workbench (by clicking on it's icon) or through the CLI.

From Workbench just click on the icon, and Buttonz will search for the configuration file called 'DEFAULT' if it is not found a file requestor will open allowing you to select a file.

From the CLI you can specify the file you want to load using a CLI argument, for example the following will attempt to load the configuration file 'RAM:Config' assuming Buttonz is in C:

```
1> C:Buttonz RAM:Config
```

Once a configuration file has been successfully loaded you can click on any button on the screen and depending on the configuration the button will do something. Small buttons with text to the right of them cannot be clicked on.

To exit Buttonz click 'Exit Buttonz' which is at the bottom of the screen.

Buttonz will work on both NTSC and PAL screenmodes, but in pre V1.2 versions the bottom will be cut off if you use NTSC.

## 1.7 Buttonz: Writing Your Own Configuration Files

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### WRITING YOUR OWN CONFIGURATION FILES

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Because this version of Buttonz is backwards compatible, you can still use the older V1.0 or V1.1 configuration files, and Buttonz will emulate what V1.0 or V1.1 should look like, so it is just like using an older version.

The first few lines from pre V1.2 configuration files are different to V1.2 configuration files, as the later version has more options.

```
Writing V1.0 configuration files
Writing V1.1 configuration files
Writing V1.2 configuration files
```

The rest of the configuration file is the same for all the current versions of Buttonz. They defines what you want to happen when you press one of your twenty definable buttons. This is the same for all versions so far. Click [HERE](#) to find out more!

## 1.8 Buttonz: Writing V1.0 configuration files

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### V1.0 CONFIGURATION FILES

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V1.0 configuration files should be stored in a directory called 'data', the the configuration file should be called 'a'. This is no longer required as V1.2 looks for the file 'DEFAULT' instead. (See [Finding a Configuration File](#) ).

This is an example extract from the top of a V1.0 configuration file:

```
1 V1.0
2 My Favourite Games Listings. Copyright by ME. Do not copy!!!!
3 Favorite Games
4 by ME
```

...Con't...

Click on the line numbers for the definitions.

The rest on the configuration file defines what you want to happen when you press one of your twenty definable buttons. This is the same for all versions so far. Click [HERE](#) to find out more!

## 1.9 Buttonz: Writing V1.1 configuration files

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### V1.1 CONFIGURATION FILES

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V1.1 configuration files should be stored in a directory called 'data',

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the the configuration file should be called 'a'. This is no longer required as V1.2 looks for the file 'DEFAULT' instead. (See Finding a Configuration File ).

This is an example extract from the top of a V1.1 configuration file:

```
1  V1.1
2  My Favourite Games Listings. Copyright by ME. Do not copy!!!!
3  Favorite Games
4  [LEFT BLANK]
```

...Con't...

Click on the line numbers for the definitions.

The rest on the configuration file defines what you want to happen when you press one of your twenty definable buttons. This is the same for all versions so far. Click [HERE](#) to find out more!

## 1.10 Buttonz: Writing V1.2 configuration files

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### V1.2 CONFIGURATION FILES

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V1.2 configuration files can be stored anywhere. For more information see [Finding a Configuration File](#) .

This is an example extract from the top of a V1.2 configuration file:

```
1  V1.2
2  My Favourite Games Listings. Copyright by ME. Do not copy!!!!
3  ME
4  ME Co.
5  DF0:Music_To_Play
6  NO
7  YES
```

Click on the line numbers for the definitions.

The rest on the configuration file defines what you want to happen when you press one of your twenty definable buttons. This is the same for all versions so far. Click [HERE](#) to find out more!

## 1.11 Buttonz: Finding a Configuration File

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### FINDING A CONFIGURATION FILE

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From V1.2 onwards configuration files can be stored anywhere, as you define it using a CLI argument. If you simply double click on the Buttonz icon in Workbench, or don't give any arguments in the CLI, Buttonz will search for the file 'DEFAULT' as the configuration file. If that is not found a Blitz Basic File Requester will appear asking you to pick a configuration file.

## 1.12 Buttonz: Configuration Files - Line 1

Line 1 tells Buttonz the configuration file version, so it can set up the GUI and read the rest of the file without errors.

Click on RETRACE to go back!

## 1.13 Buttonz: Configuration Files - Line 2

Line 2 is the text that appears on the title bar. It can be as long (or as short) as you want, but no longer than 76 characters.

Click on RETRACE to go back!

## 1.14 Buttonz: Configuration Files (V1.0) - Line 3

Line 3 is the big text that appears between the configurable buttons, and the exit button. It is aligned to the left, and can be up to 20 characters long, but it depends on the size of the letters used.

Click on RETRACE to go back!

## 1.15 Buttonz: Configuration Files (V1.0) - Line 4

Line 4 is a smaller title which appears in the same space as the text specified in line 3. It is a subheading, but it sometimes overlaps the bigger text. ANY TEXT SPECIFIED HERE WILL NOT BE PRINTED USING V1.2 AS THE FUNCTION IS NOT SUPPORTED ANY MORE.

Click on RETRACE to go back!

## 1.16 Buttonz: Configuration Files (V1.1) - Line 4

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This line is to be left blank. It was to be used for future expansion. You can put whatever you like in it, as it won't appear anywhere on screen!

Click on RETRACE to go back!

### 1.17 Buttonz: Configuration Files (V1.2) - Line 3

This is new to version 1.2 and defines the authors name. This is then put in the 'Data File' menu.

Click on RETRACE to go back!

### 1.18 Buttonz: Configuration Files (V1.2) - Line 4

This defines your company name. If it is left blank your company will be the default of 'Unknown'.

Click on RETRACE to go back!

### 1.19 Buttonz: Configuration Files (V1.2) - Line 5

This defines the path of a music MOD to play. If it is left blank no music will be played.

Click on RETRACE to go back!

### 1.20 Buttonz: Configuration Files (V1.2) - Line 6

This is either YES or NO. If YES an extra menu called 'Data File' will be added to the menus at the top of the screen. It will show the user the configuration file details, as well as the authors name, and company. If NO then the menu won't be added. If it is left blank Buttonz assumes YES.

Click on RETRACE to go back!

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## 1.21 Buttonz: Configuration Files (V1.2) - Line 7

This is either YES or NO. If NO you won't get an 'Exit Buttonz' button at the bottom of the screen, so you can't quit. If it is left blank Buttonz will assume YES and keep the button

Click on RETRACE to go back!

## 1.22 Buttonz: Defining Your Buttons

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### DEFINING YOUR BUTTONS

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Each button is given three lines. Button 1's configuration starts straight after the main configuration bits.

Each button is either an executable or text. Executable buttons can load an external program. Text buttons just display some text on the screen. If you want an executable button the first line of your buttons configuration should be 'EXE'. If you want a text button use 'TEXT' instead.

Whatever type of button you are using line 2 is the text to be displayed in the button. In pre V1.2 buttons any TEXT buttons just print plain text where a button could be. In V1.2 you get a kind of bullet point, which looks nicer. EXE buttons are standard GadTools buttons.

If you want a text button line 3 should read 'NO ARGS'. If you want an executable button line 3 should tell Buttonz what to do. If you want Buttonz to run the file DF0:Games1 line 3 should read 'DF0:Games1'. If you want to load PPMore from C: and display the text file HDD:TextFile line 3 should read 'C:PPMore HDD:TextFile'. Do you get the idea?

An executable button would look like this:

```
EXE
Text in Button
C:PPMore HDD:TextFile
```

A text button would look like this:

```
TEXT
Text to Display
NO ARGS
```

Simple eh? Hopefully by V1.3 I'll have written a configuration file creator program or something.

Just repeat the three lines of button code for each of your twenty buttons. If you don't use all the buttons, you will get empty buttons on screen which don't do anything.

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## 1.23 Buttonz: History

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### HISTORY

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#### V1.0

Released: ??/??/98

EXE Size: Unknown

•~First public release on the Swap.pD Catalogue disk.

#### V1.1

Released: 17/10/98

EXE Size: 70,156 bytes

- Removed the small title function as the big title sometimes overlapped the small title.
- Removed advertisements as many users found them annoying.
- Removed code that required you to have certain files in the data/ directory to keep the file size down.
- Not backwards compatible.
- Requires certain fonts in the FONTS: assign to work.

#### V1.2

Released: 13/03/99

EXE Size: 122,796 bytes

- Now compatible with NTSC screenmodes.
  - Changed GUI apperance. Now has taller buttons!
  - Added 'Data File' menu which gives details of the configuration file used.
  - ~Configuration file format changed to allow options to turn the 'Data File' menu and the 'Exit' button on or off.
  - Corrected spelling of Buttonz of the 'Exit' button.
  - Added the option to play any MOD file in the background.
  - Configuraton file stores the authors name and company details.
  - ~No advertisements requied.
-

- Uses topaz.font (8) so there is no need to have any extra fonts loaded.
- Backwards compatible to V1.1
- ~Uses square bullet points instead of plain text (I looks nicer!)
- Changed my eMail address on the 'Registration' page, and seperated the menu titles a bit.
- Looks for a file called 'DEFAULT' as the configuration file to load (Replaces 'data/a' in pre V1.2 versions).
- You can specify a configuration file to load using a CLI argument. (e.g. 'C:Buttz\_12 RAM:Config\_File'). If no file is specified a Blitz Basic file requester is loaded for the user to select a file.
- Removed bug which kept the 'Loading Fonts' window open underneath the main window on pre V1.2 configuration files).
- ~Improved error messages in their own window!
- The 'About' menu details the programming language used to create Buttonz (Blitz Basic 2).
- ~Amiga Guide documentation finally written.

### V1.3

Released: 26/06/99

EXE Size: 94,140 bytes

- Buttonz now uses Gadtools menus instead of the Blitz equivalents.
- ~The about, registration, owner and data file menus are now sub menus in the 'Help' menu.
- A 'Quit' button has been added to the 'Help' menu incase you have disabled the 'Exit Buttonz' button at the bottom of the screen. Right Amiga 'Q' will also quit.
- When you click on any menu item in the 'Help' menu, except 'Quit' a window appears showing your processor, Workbench version, and screenmode details.
- The configuration file hasn't changed, you can use V1.2 configuration files, or V1.3 - they are the same!
- First public release on the Aminet!

## 1.24 Buttonz: Resistration

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## REGISTRATION

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To register your copy of Buttonz either send a disk and SAE to me at:

Lee Hesselden  
8 Plough Green  
SALTASH  
Cornwall  
PL12 4JZ  
ENGLAND

or eMail [gimmeloads@beer.com](mailto:gimmeloads@beer.com) and I'll send you a registered version via eMail.

Please DO NOT distribute registered versions of Buttonz, if you do I will know, because your name will be on it. The only reason why I want people to register is so that I know how many people actually want to use my creation!

## 1.25 Buttonz: Satanic Dreams Software

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### SATANIC DREAMS SOFTWARE

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Satanic Dreams is a design group, working on high quality software for the Amiga. Satanic Dreams is semi-professional. Visit our website for more details:

<http://www.satanicdreams.freeseve.co.uk>

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