BangerMenuDisk

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COLLABORATORS			
	TITLE : BangerMenuDisk		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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BangerMenuDisk

1.1 BangerMenuDisk Documentation

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                        BangerMenuDisk

              BangerMenuDisk 1.4 (20-Feb-96)


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1.2 What is the use of BangerMenuDisk?

```
What is the use of BangerMenuDisk?

With BangerMenuDisk you can make a selection to execute batch files and to launch
programs by using a graphical user interface. It is similar to MS-DOS Start
menu.

If you press the Caps Lock key during the boot process a window will
appear.  This window contains buttons to execute batch files and to launch
programs according to the programs configuration. To execute batch files
or to launch programs select one of the gadgets. If you changed your mind
and you wanted to go on with your startup-sequence then press Escape or the
Q key to quit the program.
```

1.3 Copyright

Copyright

This programm is GIFTWARE. If you like this programm and if you
use it often you can send me an exciting postcard from you hometown
or other things. contact .
If you have some good idees to make this programm better or if you found some
bugs (I hope not) I would be pleased about a postcard from you.
If you are writing programms too I allow you to use my code (it's in assembler)
to copy programmparts for your own programm.

Use it at your own risk!

The Installer is copyright by Amiga Technologies (Divison by ESCOM)
MagicWB is copyright 1992-1994 © by Martin Huttenloher.

1.4 System requirements

System requirements

To run BangerMenuDisk you need Kickstart 2.04 or a later version. The gadtools. ↩
   library
has to be in your "Libs:" directory. Since library is included in your
"Libs:" directory since Kickstart 2.04.

1.5 Installation

Installation

To install BangerMenuDisk onto a separate disc you should copy the program ↩
   BangerMenuDisk in your
:c/ directory and the configuration file in your :s/ directory.

To install BangerMenuDisk onto your hard disc you should copy the every file of ↩
   the
program package into a directory, for example "Work:Tools/BangerMenuDisk".

This is the top of the original startup-sequence.


```
; $VER: startup-sequence 39.9 (9.8.92)

C:SetPatch QUIET
C:Version >NIL:
C:AddBuffers >NIL: DF0: 15
FailAt 21

C:MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys
C:Copy >NIL: ENVARC: RAM:ENV ALL NOREQ

Resident >NIL: C:Assign PURE
Resident >NIL: C:Execute PURE
```

```
Assign >NIL: ENV: RAM:ENV
Assign >NIL: T: RAM:T
Assign >NIL: CLIPS: RAM:Clipboards
Assign >NIL: REXX: S:
```

And this are the necessary changes

```
; $VER: startup-sequence 40.??? (30-Aug-95)
FailAt 21
C:
MakeDir RAM:T RAM:Clipboards RAM:ENV RAM:ENV/Sys   ;to create the T-dirctory to  ←
    ram
Assign >NIL: ENV: RAM:ENV                          ;this is needed to run
Assign >NIL: T: RAM:T                              ;skripts by BangerMenuDisk
Assign >NIL: CLIPS: RAM:Clipboards

<Pfad>
BangerMenuDisk                                              ;this will be copied to
IF ERROR THEN                                      ;startup-sequence
 ENDCLI
ENDIF

C:SetPatch QUIET
C:Version >NIL:
C:AddBuffers >NIL: DF0: 15

Resident >NIL: C:Assign PURE
Resident >NIL: C:Execute PURE

Assign >NIL: REXX: S:
```

1.6 How to use BangerMenuDisk

How to use BangerMenuDisk

BangerMenuDisk can only be started by using the shell.

If you would like to see the menu every time you boot then you have to add
the parameter nokey in your startup-sequence. This is favourable for
floppy discs with more than one application or game.

If you call BangerMenuDisk without any parameters you have to press the Caps Lock ←
    key
to start the menu. If you did not press the Caps Lock key the ordinary
startup-sequence will be executed.

You can select gadgets by using your mouse as well by using your cursor
keys. With up and down you can select gadgets and by pressing return you
press the selected button. If you use left/right cursor key you can jump
to the top/bottom or if existing one column left/right.

BangerMenuDisk can be cancelled by pressing the close gadget, escape or the q key. ←
     In

this case your ordinary startup-sequence will be continued.

1.7 How to setup a configuration

How to setup a configuration

The configuration file has to be called BangeMenu.Prefs and needs to be
stored either in the directory of the program or in your S: drawer.

```
example:     programname1
             programpath1
             programname2
             programpath2
             programname3
             programpath3
             .
             .
             .
```


Don´t use at the end of the config the word ENDE (the german word
for end). I have remove it since version 1.220. Thanks goto canadian.
For further information please have a look at the configuration file of
the program package.

The programnames will be the titles of your gadgets. The longer they are
the longer the gadget will be. In one column 17 gadget should fit.
Depending on the programname up to 70 gadgets and more can be displayed.

Maybe you have to add to some programpaths a Run >NIL:.

1.8 Example of an config file

Example of an config file

```
CD32                                                 1. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/CD32         a batch to boot CD32-CD´s
ShapeShifter                                         2. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/ShapeShifter  there is a batch to start  ←
   the MAC-Emulator
Directory Opus                                       3. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/DOpus        a batch to run DOpus
ADPro                                                4. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/ADPro        ADPro needs a lot of  ←
   memory
VT 2.74                                              5. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/VT2.74       a viruskiller for  ←
   linkviren checking
Shell                                                6. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/Shell        only a shell
Seelenturm                                           7. Gadgetname
Newshell from HD1:Misc/BangerMenuDisk/Bat/Seelenturm   or a game
```

1.9 Error description

```
Error description

Returncodes description

10   =   No errors. The program has been run without any mistakes and your
         selection has be executed. This returncode is for aborting your
         startup-sequence and executing a batch file.
21   =   No memory
22   =   Was not able to open library or libraries (dos, intuition,gadtools )
23   =   GetVisualInfo error (Windowgraphic error)
24   =   BangerMenuDisk.Prefs could not be opened.
25   =   During the creation of the gadget a mistake has happened.
26   =   Could not open the window or could not find the task
27   =   Preference are empty
28   =   Preference are empty
29   =   No MsgPort
30   =   Could not use any IORequest
31   =   Could not open input.device
32   =   Error during the parsing of the parameters
```

1.10 histroy

```
Version and Bug report

        1.210   first aminet release

        1.220   remove ENDE checkroutine from configfile;
                (for example: defender...)
                little bug in the screentitle

                test CROAK2 (aminet/game/jump):
                workbench: the frogsprite have a error
                without startup-sequence: the same
                with BangerMenuDisk: the frogsprite will be appear !
                i don´t know why !?!
                thanks Steven Becker from canada

        1.235   bug in layout (by more columm)
                thanks Steven Becker

        1.4     renamed BangerMenu to BangerMenuDisk
                bugfixed NOKEY
                bugfixed with colums

    test computer A4000/30 FPU 82 25Mhz 14MB  Kick3.1  SCSI+AT CyberVision 4MB
                 A1200          28Mhz  6MB Kick3.0  AT
```

1.11 Thanks and greetings

Thanks and greetings in alphabetical list

    Andreas   for his ideas for BangerMenu 3.0

    A-Team-Box   for the cheap daughterboard and the Banger-support

    Michael Belter   for his idea on BangerMenu.

    BEAViS   for all his ideas, bugreport and Emails
                        nice greetings from hamburg to canada

    Eric   for his program DSA-Util

    Fireball   for beta-testing, ideas, cheats, etc

    Enriko Groen   for his first postcard from the netherlands

    Martin Huttenloher for the MagicWB-Standard

    MCP-coder   for they god program !!!

    Christian Schacht   for his VGA suggestion and EMail

    Skobar   we talk on IRC

1.12 Author & Adress

Author & Address

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Program advertising: BangerVersion 1.357   aminet/util/misc
                     writes the versionstring as filecomment

                     BangerIsharIns   Aminet/game/patch
                     install Ishar 1 on HD

                     BangerFileChc   the next time in Aminet
                     A FileChecker for the mailbox is in a test
                     phase. The checker can check on double,
                     fakes and many filetypes. --> BangerFileChecker
                     If you want to test the filechecker for the
                     mailbox then send me a email
                     I must write only the english guide still

                     BangerDSA-KS   Aminet/game/role

```
                    A plant search program for the german
                    role playing game "DSA"

                    BangerKommKurz          Aminet/dev/asm
                    The comment will be cut in sourcecode
                    and includes of assembly.
```

1.13 Index of BangerMenuDisk

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Q-Key
Startup-sequence
```